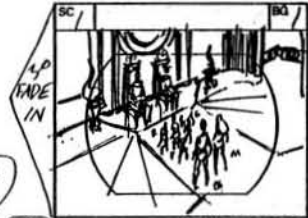


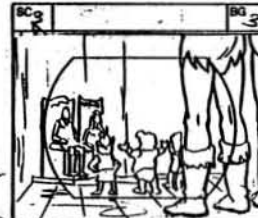
RELATION SHOTS
BS-13



2 DOWNSHOT - THRONE ROOM, CITY OF GONDAR - ON THE THRONES ARE DAL - LOWENA & BALKAR. BALKAR (rambling) (vib) And so, with Blackstar and Mara,



2 BAL-KAR (cont) this trouble delegation has come to your city of Gondar...



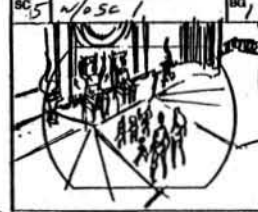
3 BAL-KAR (to Dal) (vib) ...to seek your help against the forces of the Overlord!



4 DAL PONDER'S FOR A BEAT - LOWENA LOOKS TOWARDS HIM

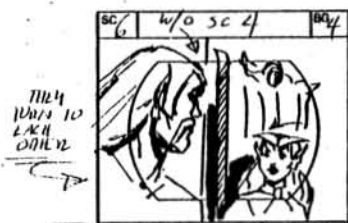


4 DAL Why should we make trouble for ourselves?



4 DAL RAISES HIS ARMS (cont) 4/b The Overlord has never bothered Gondar.

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DATE 17 SEPT 81

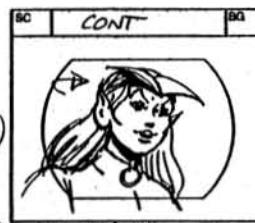


THEY
DIAL TO
EACH
OTHER

5 LOWBER
But Dal, It's only a matter of
time

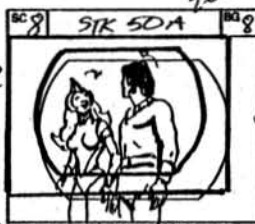
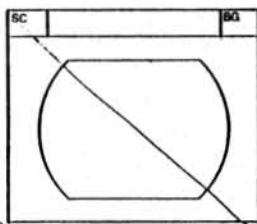


5 LOWBER (CONT)
before we feel the Over-
lord's hand, Dal.



5 LOWBER (CONT) I think we
should join the rebellion.

FLAMION STUDIOS
BS-13

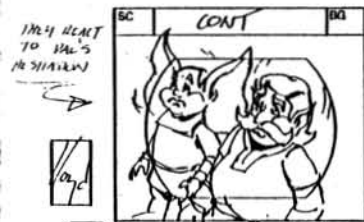


FLD
CUT
QUICK
SC

BS + MADA LOOK AT
EACH OTHER & SMILE



TRUBBITS SMILE AT THEIR
SUCCESS



THEY HEART
TO DAL'S
HE SHAKES

6 DAL (VO)
I need time



FLD
CUT

6 DAL (CONT)
to think on this.



CAM
SHAKE

6 SUDDENL4 THE SC SHAKES
VIOLENTLY - DAL LOOKS
AROUND, WORRIED

CAM SHAKE CONT

SC 11 W/O SC 30 BO 1

THE THRONE ROOM SHAKES - THE CHARACTERS ARE IN POSITIONS OF TRYING TO BALANCE

CAM SHAKE

SC 12 STR 1A BO 2

BS LOOKS AROUND

CAM SHAKE

SC CONT BO 1

STARTS TO EXIT

SFX: (CONT) RUMBLING

CAM SHAKE

SC 13 REF STR 875 REV ANIM BO 3

ON GOSSAMER REACTING TO THE SHAKING

FUD CUT

CAM SHAKE

SC CONT 30 BO 1

HE TAKES TO THE AIR

CAM SHAKE SUBSIDES

SC 95 BS-1 BO 2

ON RIF HOLDING A FRIGHTENED POULC

AS SHAKING STOPS, RIF GOES BACK TO NORMAL PERSONALITY

SC 77 BS-1 BO 5

POULC (Frightened WHISTLE)

BIG CAM SHAKE

SC CONT BO 1

RIF (Disgusted)
Don't be such a chicken toed!

BOTH DO A BIG FRIGHT REACTION

SC CONT 20 BO 1

REVISIT DATE 17 SEP 81

3

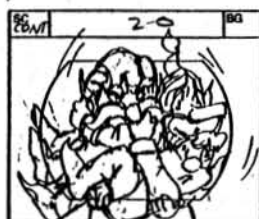
CAM
SHAKE
CONT



QUICK CUT TO BALKAR-



9 SUDDENLY RIF SHLY HOLDING
POUND LEAPS INTO BALKAR'S ARMS
IN A BALKAR (VO)
(GROANS) VO HAD



BS-13
FILMATION STUDIOS

1
SMALL
CAM
SHAKE

2
IT
STOPS



10 DAL EXITS SC



12 EXT SHOT - BS & MABA ON
BALCONY - DAL INTO SC TO
JOIN THEM



10 LOUENA INTO SC

DAL (distressed):
What is it?

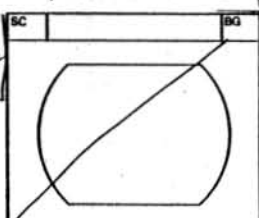
BALKAR
15 HC



12 LOUENA REACTS TO
WHAT SHE SEES -

LOUENA
(frightened gasp)

*LO-3
DESIGN
86 TO
WORK FOR
SC 23
Also



11-0

4

21 PAN (A) 1-05 4-0

TRUCK IN AT (B)

PAN FROM GROUP, ACROSS THE CITY OF GONDAR TO THE HORIZON, WHERE AN OMINOUS CLOUD ADVANCES - LITE & LIGHTNING EFX SURROUND IT

22 972 1 1-7

BLACKSTAR (intensely) Looks like a little gift from the Overlord, Prince Dal.

23 W/OSC K 2-0

ON DAL & LOWENIA, LOOKING STERN, AGAST ETC.

24 CELL 2-4

TROBBITS LOOK ON FROM BETWEEN THE BALUSTRADES OF THE DANCING

25 5-1 SC21 (B) POS 2-1

TRUCK IN ON EFX AT EDGE OF CITY -

26 UPSHOT

START CAM SHAKE

WIND EFX CAM SHAKE

AS THE CITY GOES RIGHT OVERHEAD THE SCREEN FALLS & THE LIGHT EFX, DEGRS ETC

27 CONT

WIND EFX CAM SHAKE

THE FEELS TREMBLE - DEBRIS STARTS TO FLY UPWARDS

28 CONT 5-0

AS THE CITY GOES RIGHT OVERHEAD THE SCREEN FALLS & THE LIGHT EFX, DEGRS ETC

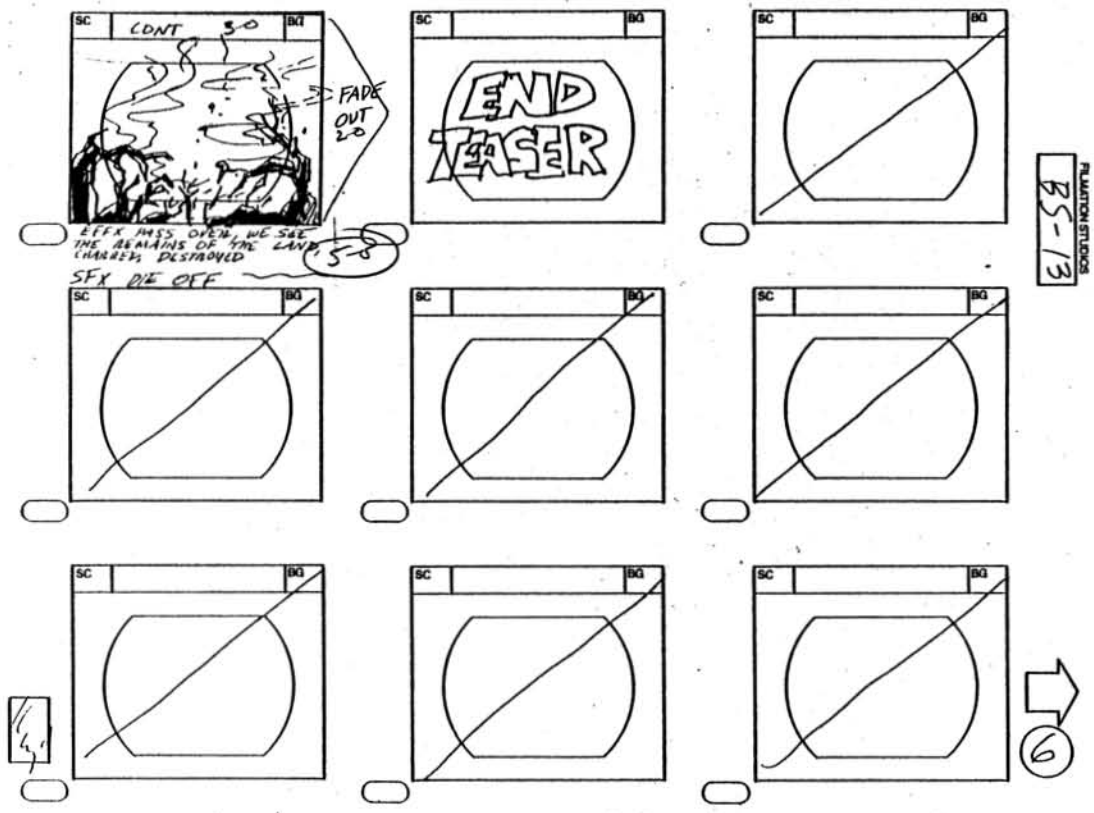
SFX - WIND EFX - THUNDER ETC - SFX DIAL UP

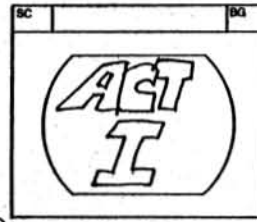
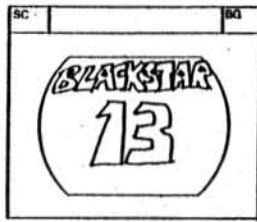
148

SC CONT

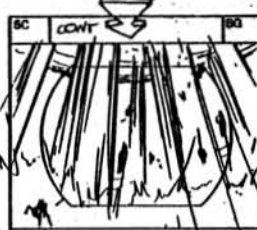
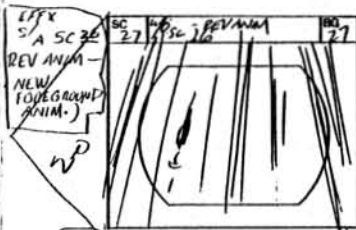
5

FILMATION STUDIOS
BS-13





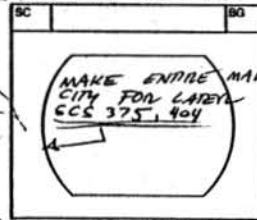
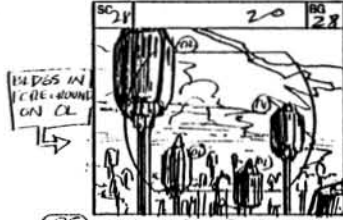
BS-13
FILMATION STUDIOS



EFFX 60 OVER CAM
AWAY

DEBRIS FALLS UPWARDS

AS MAHAKAND MOVES
AWAY, RUINED BUILDINGS
PROP INTO SC



ON CITY OF GONDAR

THE CITY OF MAHAKAND
ENTERS SC - DESTROYING
THE BUILDINGS IN ITS PATH

MAKE ENTIRE MAHAKAND
CITY FOR LATER
CCS 375, 404

14-8

7

50

SC 29 DL 29

DEEP UPSHOT - THE RAYS COME INTO SC FROM THE RIGHT - BUILDINGS START TO SHAKE -

20

CONT

THE RAYS HIT THE DEES - THEY SHAKED + PARTS OF THEM GET SUCKED UP OF -

208

SC 30 S/ASC 19 DL 19

THE GROUP WATCHES IN HORROR -

SFX - DIAL UP

ADD GUSTAWAH

REACTION STRINGS

B5-13

31

WO SC 24 DL 24

17

BALKAN

It's Marakand, the City of Zombies!

32

SC 32 S/ASC 26+DL 26+DL 29

FLP CUT

40

MARAKAND COMES UP INTO SC

33

SC 33 W/O STR 503 DL 33

REP (screed)

Let's get out of here!

34

SC 34 W/O SC 18 (ADD THOUGHTS) DL 18

BIG CAM SHAKE

UNT BEFORE THE GROUP CAN MOVE, THE SCREEN STARTS TO SHAKE VIOLENTLY

35

SC 35 W/O SC 19 30 DL 19

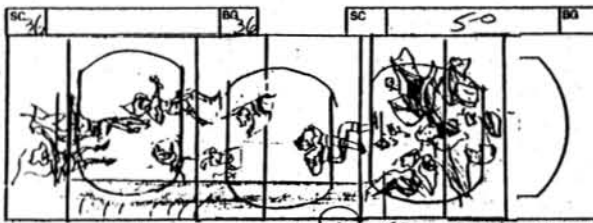
THE GROUP STRUGGLES FOR BALANCE AND WATCH AS THE BALUSTIADE STARTS TO

18

CONT

THEY ALL FALL OF AS THE BALCONY

ALL (cries of fear)



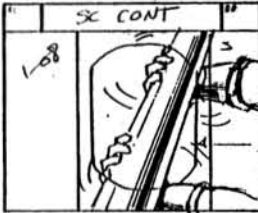
THE GROUP FALLS THRU SC - 1ST DEBRIS FOLLOWED BY BS, PAULO, BILKAR, NAIRA, RIF, DAL & ROHENA. (GOSSANENE APPEARS LATER)



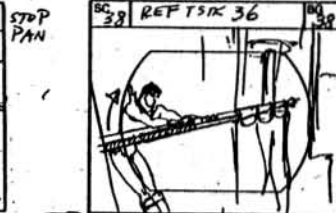
BS REACTS TO SOMETHING OS - HE GAINS THRU

PAN
BG
DIFF

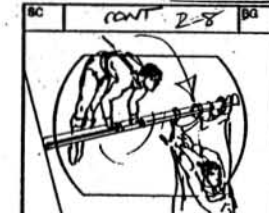
REMATCH STAGES
BS-13



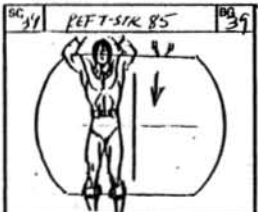
AS A HC POLE COMES UP INTO SC, BS GRABS IT QUICK CUT TO



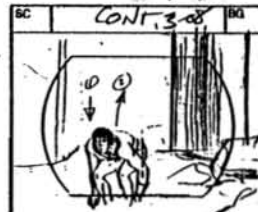
HE HOISTS HIMSELF UP, FLIPS AROUND



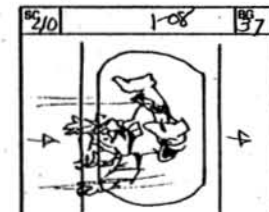
AND DROPS OS BREAKING HIS FALL



BS DROPS INTO SC



LANDS IN THE DEBRIS-COVERED STREET & STARTS TO STRAIGHTEN UP



PAULO PROPS THRU THE SC

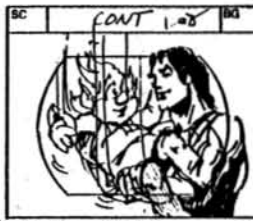
PAN
BG

9

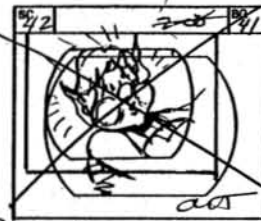
168



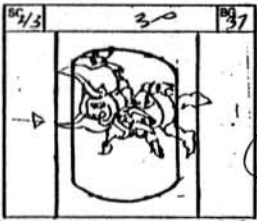
BS HAS HIS ARMS STRETCHED OUT



PAULO DROPS INTO THEM



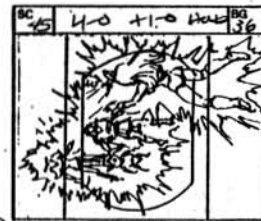
PAULO (Believed WHISTLE)



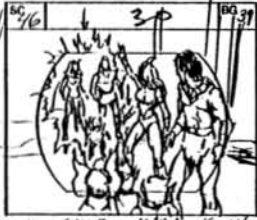
GOSAMEAR, CARRYING RIF GAINS INTO SC



RIP.
Easy, Gossamear! I'm here!
GAINS OF AFTER DIAL

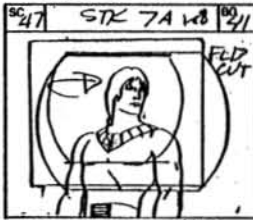


MAMA, SURROUNDED BY THE
MAGIC, CASTING IT OPEN
MAMA, PAUL & BALKAN
THEY GO SLOWLY INTO SC
HOLD A BEAT



QUICK
CAM
SHAKE
AT END
OF SC

IN GROUP - MAMA IS IN
SC - SHE BOWLS THE
DICE TO GROUND -
CAM SHAKE



CAM
SHAKE

BS SNAPS HIS HEAD
AROUND



CRACKS APPEAR IN
SHEET

FLATION STUDIOS
BS 13

10

CONTINUOUS
CAM SHAKES
THRU SC
57

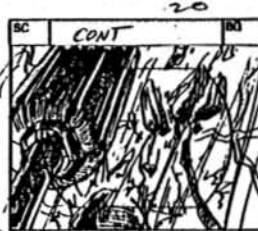


26

1/2 CITIZENS
(frightened CHIEF)

50
0229

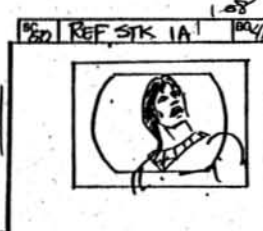
KAYS
(INT)
SC



BUILDINGS EXPLODE
DEBRIS GOES UPWARDS

20

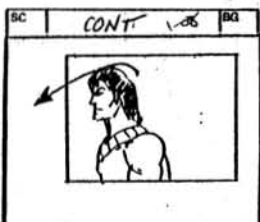
CAM
SHAKE
SC



BS REACTS INTENTION

1-0 HIT - 11-08 HAWO

RELATION STORIES
BS-13



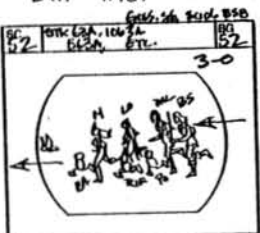
TURNS & STARTS TO
EXIT FAST



BS CAT MID STRK +
MARA EXIT SC LEFT



TWISTED WRECKAGE
FROM CITY FALLS INTO SC



LL
M'S

BS MARA, DAL, LOWENA,
BALKAN, RIF, POULO GOSS
THRU SC



DEBRIS INTO SC - BS INTO
SC TO QUICK STOP

20-08



LONG WINDSHOT - THE
GROUP TRAPPED BY THE
FALLEN DEBRIS

11

BC 56
W/O STK 1007
BO 41

UPSHOT

MARA LOOKS BACK OVER HER SHOULDER + UP

SFX DIAL UP CONT

BC 57
(CONT)
BO 57

VERT. TILT

THEY GET PULLED UP + OS

SX HOLD

BC 60
SX INTO SC
BO 54

ON TRELLIS - BS UP INTO SC -

BC 56
MAKAND UP INTO SC
BO 26

UPSHOT

MAKAND UP INTO SC + STARTS TO GO OVER -

BC 58
(CONT)
BO 26

BS GETS DRAWN UP THRU SC

BC (CONT)
1-08
BO

HE GRABS IT + HOLDS ON TIGHT

BC 57
2-0
BO 37

LIGHT + WIND EFFX THRUOUT FOLLOWING SCS - 5657-70

ON PAULO + LOWENA - THEY STRUGGLE AGAINST AN UNSEEN FORCE

BC 59
1-08
BO 59

TRUCK IN ON TWISTED PIECE OF "TRELLIS" HANGING OUT FROM BUILDING

BC 61
REP SC 36
BO 36

DIAL UP, THRU SC (16-08)

BS-13

12

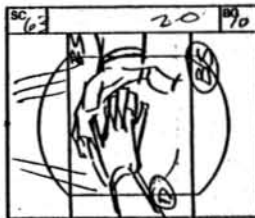
BS-13

12

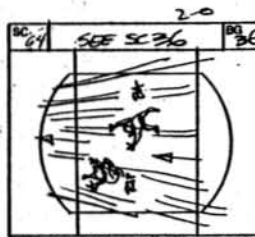
WIND
& WIND
ETFX



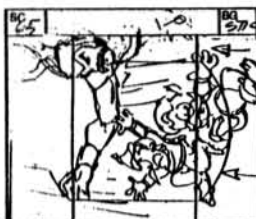
36 BLACKSTAR
Dell Grab my hand!



THEN GRAB HANDS
AND CLASP TIGHT



DEALING + RIF THRU
SC



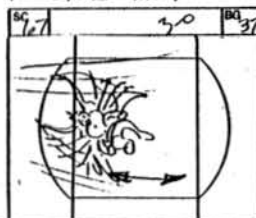
BUT RIF INTO SC
PAL HAS ARM OUT, READY
TO GRAB THEM -



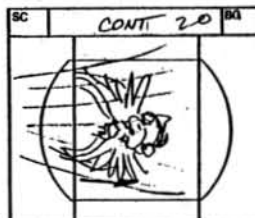
HE GRABS THEM -
PULLS THEM OS -



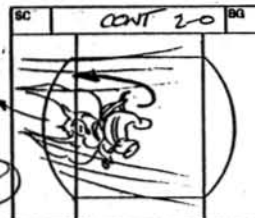
THEY ALL CLING
PRECARIOUSLY TO 'MELLIS'



GOSSAMEAD STRUGGLES TO
FIGHT AGAINST THE FORCE -



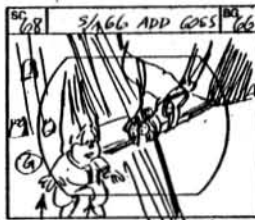
HE STARTS TO GAIN
BACK DOWN -



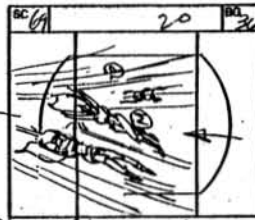
BUT HE CANT RESIST
IT + GETS SUCKED UP

FLATION STUDIOS
BS-13

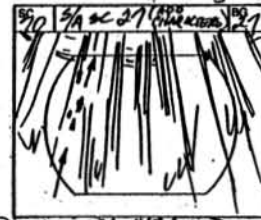
13



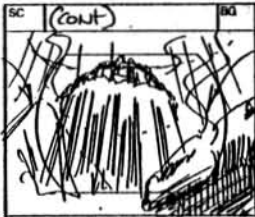
GOSAMEATY GETS SUCKED UP PAST THE "SEVED" GROUP



MARA, LOWENA & POULO THRU SC



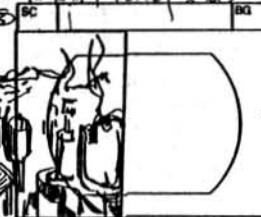
LOWENA, MARA & POULO GET SUCKED UP + OS



MARA AND GOS OFF INTO THE DISTANCE - BUILDINGS FALL



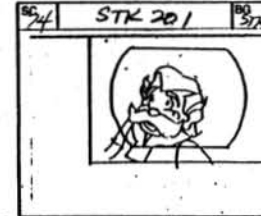
PAN ACROSS RUINED CITY TRUCK IN AT POS



CUT TO GROUP ON TREES NOW SITTING UPRIGHT, LOOKING EXTREMELY DESPONDENT



ON BAL (in shock) Lowena, and the city -- gone!



BALCAN And Mara and Gossamer.

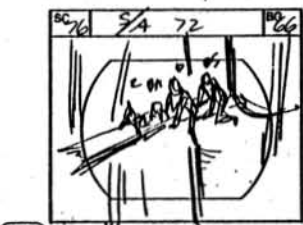
13-13

X

14



43 Rif (distressed)
And Paula.

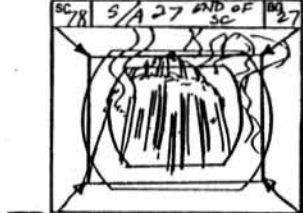


43 Rif cont.
He gotta save 'em!



43 B LOOKS AROUND + UP

FLAMING STUDIOS
BS-13



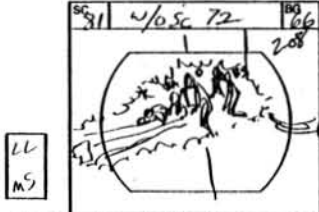
43 BLACKSTAR (Vo)
We've gotta get ME there first.



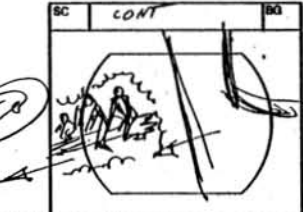
43 DAL
Leave that to me.



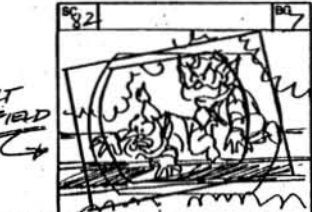
43 DAL GESTURES WIDE
W/ HIS ARM - RAINBOW
GFFX ARE FROM IT



43 RAINBOW GFFX SURROUND
THELLIS

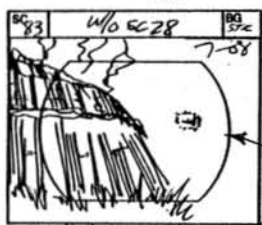


43 IT BREAKS OFF +
GOES OS LEFT
BALKEAR + RIF (Vo)



43 RIF terrified!
He and my big mouth!

5
PAN
B6



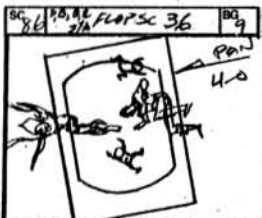
THE LITTLE TREXHS
GAINS INTO SC NEAR
EDGE OF CITY



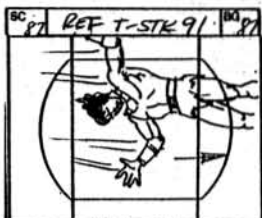
DAL
My spell is fading!



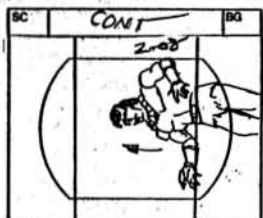
BLACKSTAR
We'll have to jump for it!



THE FOAL DROP THRU
THE SC



BS LANDS



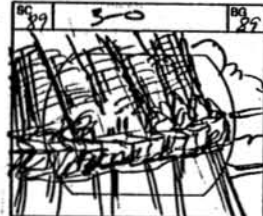
STRAIGHTENS UP



RIF & BALKAR LAND
INTO SC



...STRAIGHTEN UP & LOOK
DOWN WITH FRIGHTENED
EXPRESSIONS.



LONGER SHOT - THEY
ARE ON EDGE OF ROCK
PRECIPICE

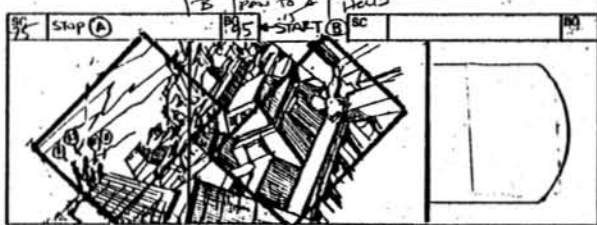
FLAMING STUDIOS
BS-13

REVISED
DATE 17 SEPT 81

16

NO
SC 90

TILT
FLD
↓



58 IT DOWNSHOT OF MAFKAND IN (C) POS - PAN TO UPSHOT OF BS, DAL
RIF AND BALKAR SILOS LOOKING OVER FROM WALL -



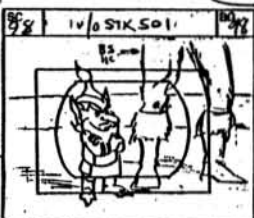
59 BS AND DAL LOOK AROUND

BLACKSTAR
who rules in Marshland, Balkar?

BS-13
FLAMMION STUDIOS



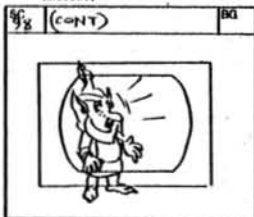
60 BALKAR
I have only heard legends --
they speak of Shaldemar the
Ancient.



61 ON RIF AND BS.
BALKAR (C-1) (V) who drains the life
force from people



62 RIF REACTS -
BALKAR (C-1) (V) and makes
them ZOMBIE SLAVES of the
Overlord.



63 AND TAKES BIG

RIP
(gasping)



64 BLACKSTAR
(grinily)
Then we'll find this... Shaldemar.



30

18

CL'S MOVIE AT 025

60 LONGSHOT-EXT- PALACE OF SHELDEMAR
TUNIC IN AS OLS OF WALLS PART 03

61 INT-PALACE-THRONE ROOM OF
SHELDEMAR. WE SEE SILOS OF MARA
LOUENA, GOSS, MID POLDO SURROUNDED
BY ZOMBIS GUARD AND THE NEPHILIM ZOMBES.

62 CLOSE ON GROUP
SHELDEMAR
(WHISPERING VOICE)
the Eshmetress and a pair of Trobbites.

63 SHELDEMAR
SITS ON
THRONE -
HE HOLDS
SPHERE OF
SOULS IN
FAT LAP

64 CLOSE ON MARA & LOUENA REACT
SHELDEMAR (WHISPERING VOICE)
ZOMBIS ATTACK!

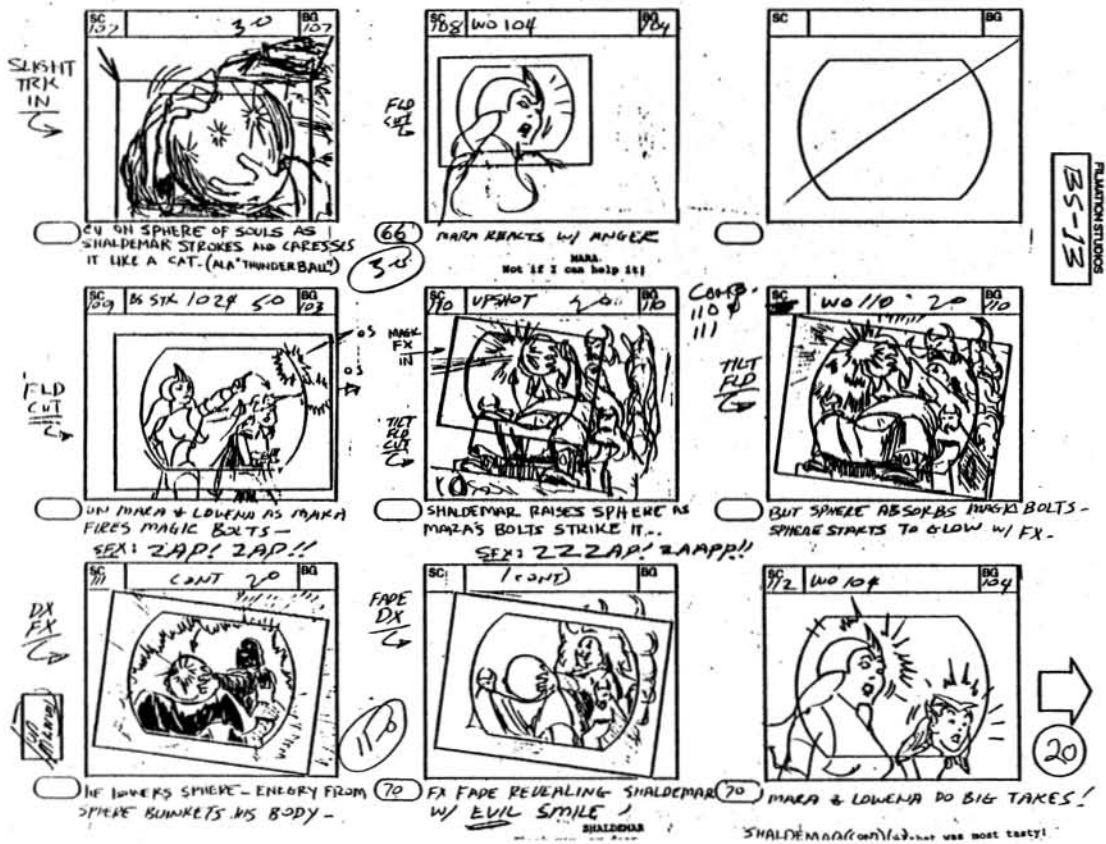
65 CU ON SHELDEMAR AS HE HOLDS
SPHERE -
SHELDEMAR
I am Sheldemar! I shall drain
your life foras narennellw

66 POLDO REACTS -
SEE
SL 124

67 LOUENA
ON HL
POLDO'S
EYES ARE
LOOKING
UP

68 ON SHELDemar -
LOUENA
What do you mean? Who are
you?

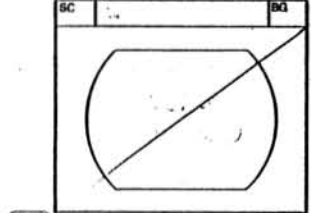
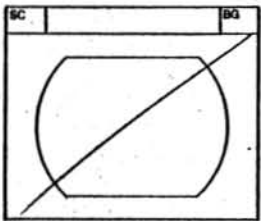
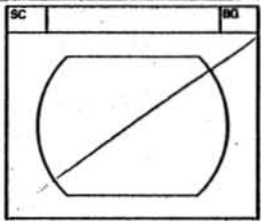
69 HE LOOKS DOWN AT SPHERE AND
SMILES W/ EVIL -



FLAMMION STUDIOS
35-13



SIMPLEMARE (CONT)
It leaves me
hungry for more!



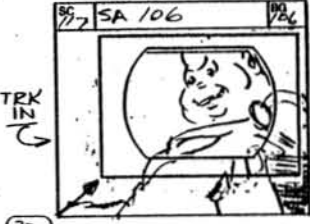
KARA (VO)
If I can't stop you, then
Blackstar will!



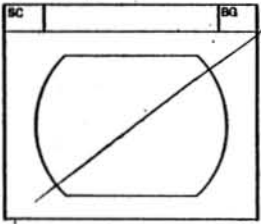
SHALDENAR (VO)
No one can touch me -- as long
as I have



SHALDENAR PETS SPHERE
And the Sphere of Souls --



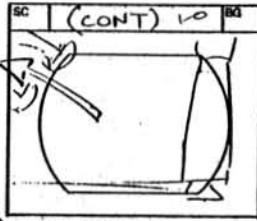
SHALDENAR
And into the Sphere your souls
will go!



21



AMPHIBIAN ZOMBIE GRABS POULO -



TAKES HIM AS -



GOSS REALTS

BS-13
FILMATION STUDIOS

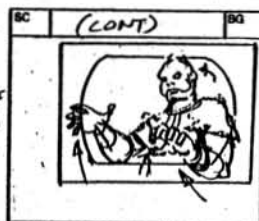


ON AMPHIBIAN GUARD HOLDING THE STRUGGLING POULO AS GOSS LOOKS UP -



TRK IN PAST SHOCKED GOSS TO ZOMBIE GUARD WHICH STARES BEHIND HIM

NOTE: THIS GUY IS A ZOMBIE -- HE SHOULD MOVE SLOW AND AWKWARD

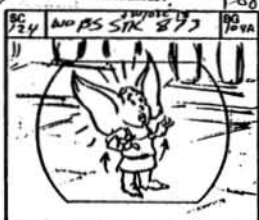
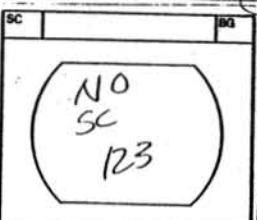


ZOMBIE RAISES HANDS AND LOOKS DOWN AT GASS - HANA (SHOUTS O.B.)



HANA LOOKS DOWN AT BS GOSS -

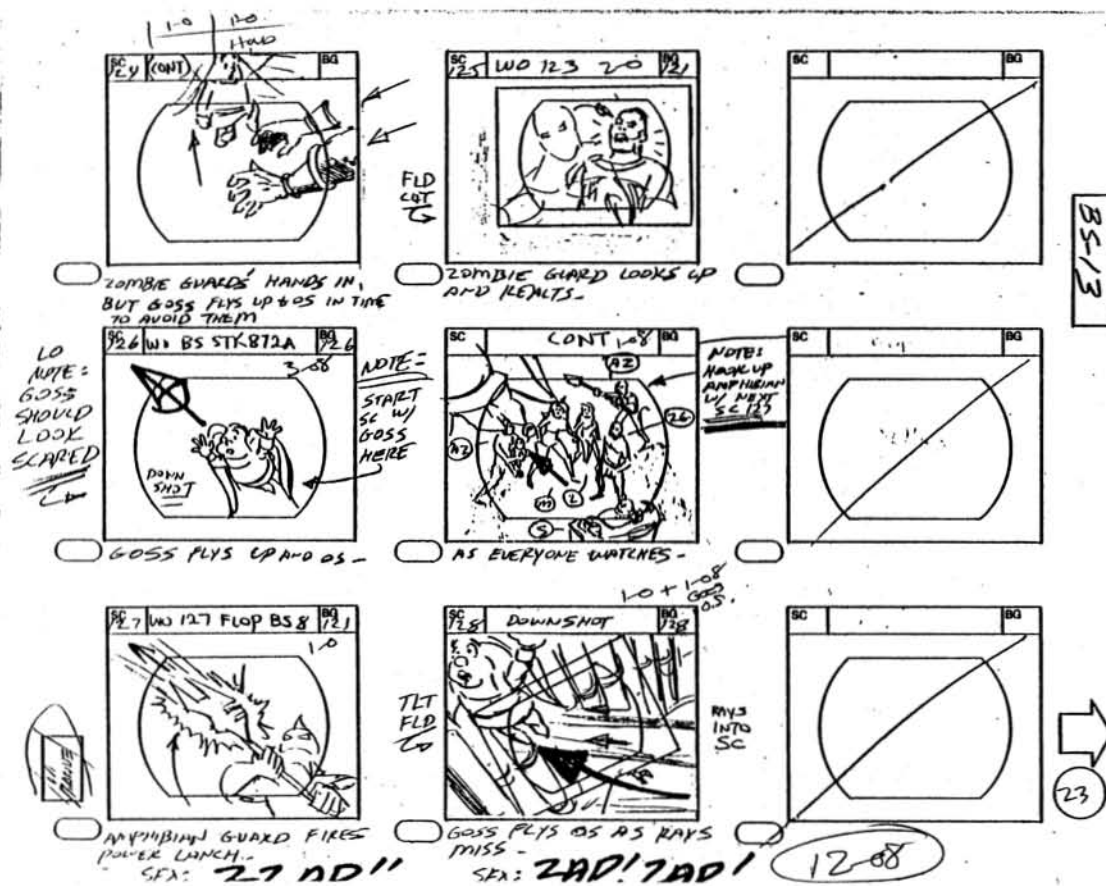
HANA (CONT) Get away! Find Blackstar!



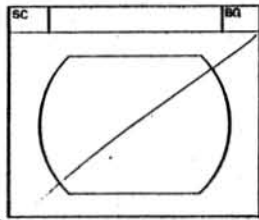
GOSS TAKES

SC CONT
22

FILMATION STUDIOS
85-13



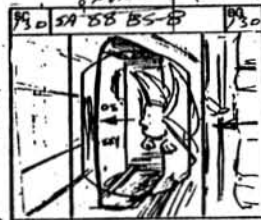
FLATION STUDIOS
BS-13



TRK IN



VERT 90
TILT



GASE FLYS OUT THE WINDOW



SHALDENAR LOOKING UP AT OS GASS BY SLOW BURN



LOOKS DOWN AT OS GASS



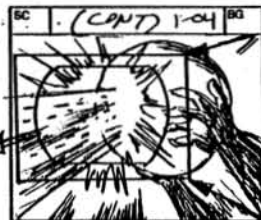
HOLD UP
AMP HOLD DOUBLO



HE RAISES SPHERE



BALL STARTS TO GLOW BY INTENSITY



AND EMITS MYSTIC RAYS - FX FILLS SL

24



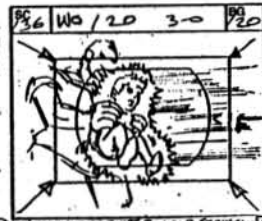
DOWNSHOT AS SHADEMAIL HOLDS SPHERE AS RAYS STRIKE MARA, LOWENA AND DOULO.

DX
FX
HOOK
UP



MARA & LOWENA REACT AS RAYS BLANKET THEM W/ EFX ENERGY

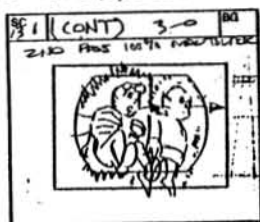
DX
FX
TRK
IN



AS ZOMBIE CHARGES TO HOLD STRANGLEHOLD, RAYS CHASE DOULO TO GLOW - DOULO (frightened WHISTLE)

VACUUM
EFX ON
RAYS

FLAMING STUDIOS
BS-13



MARA'S "GHOSTLY SPIRIT" FORM IS PULLED OUT OF HER BODY OS -

DX
FX



OS
FV,
RAY
EFX



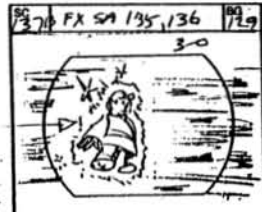
MARA STARTS TO GO SLIGHTLY LIMP AS LOWENA'S SPIRIT GOES OS -



ON SHADEMAIL AS FX ENTER SPHERE.

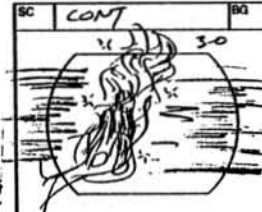
RAYS
IN
DX
FX

DX
FX



EXTREME UP SHOT OF DOULO'S "SPIRIT" FORM AS RAYS LAUREY HIM INTO SL

RAYS
FX
DOULO
PULSES

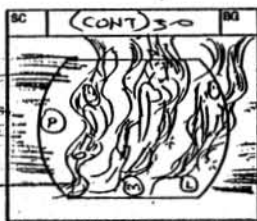


RAYS CONTINUE TO CYCLE AS HE TURNS INTO WITHERING SKELETON AS.

RAYS
SC
CONT
25



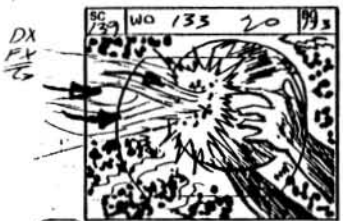
RAYS BRING IN FORMS OF MARA AND LOWENA.



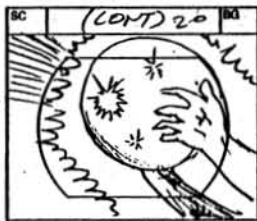
MARA AND LOWENA ALSO ARE TURNED INTO SMOKE.



AND THEIR GHOSTLY FORMS ARE SUCKED UP INTO THE SPHERE HELD BY SHALDEMAR.



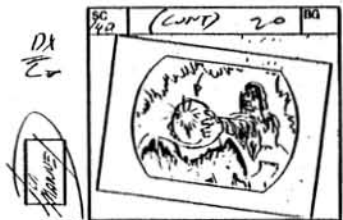
THE THREE GHOSTLY FORMS DISAPPEAR INTO THE SPHERE.



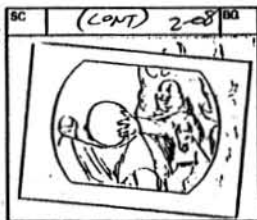
FX BITE DOWN AROUND SHALDEMAR'S HANDS.



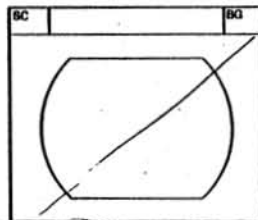
FX BLANKET SHALDEMAR.



HE LOWERS SPIKE AS FA FILLS S.C.



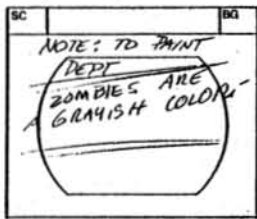
FX FADE - REVEALING EVIL SMILING VILLIAN.



20-08

FLATION STUDIOS
BS-13

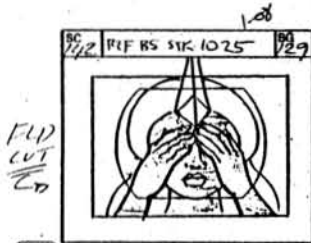
260



FROM THIS SC ON, OUR HEROES ARE PAINTED ZOMBIE-COLORED



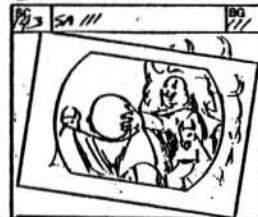
FLAMMION STUDIOS
35-13



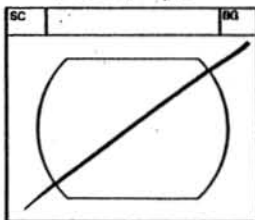
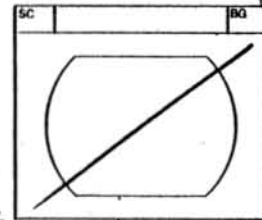
IN MARA W/ HANDS OVER EYES - ANTI



AND SLOWLY REVEALS MYER HAS TURNED INTO A ZOMBIE!!



SHALTEMAR (CONT) KISS, my zombie slaves!



BEAT - MARA AND LOWENA ZOMBIES SLOWLY RISE INTO SC -

27

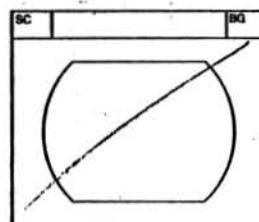
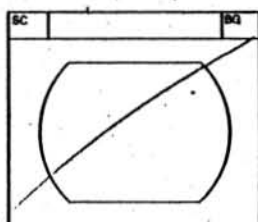
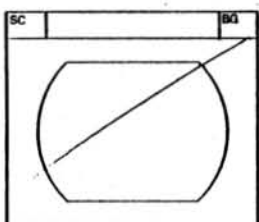


POLO ZOMBIE SLOWLY
RISES INTO SC -

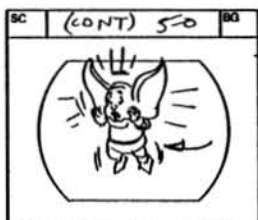


GOES AS HE FLIES THRU
SC OVER MARAKAND -

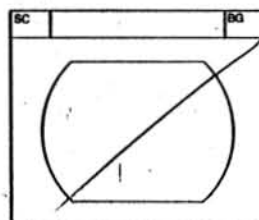
FLAMMION STUDIOS
BS-13



GOES INTO SC -



STOPS IN MID-AIR TO
REACT -
(thunderstruck)
(alarmed WHISTLE)



28

TRK IN

SC 148

1-08

21710 A

4-0

START

SC

508

SC 148

1-08

21710 A

4-0

START

SC

508

SC 148

1-08

21710 A

4-0

START

SC

508

NO GROSS. HOWEVER, PAN OVER TO EDGE OF MAREKAND AND TRK IN ON DISTANT SAGAR TREE AS IT PANS INTO SC

ON STK SAGAR TREE AS BIRDS FLY THRU SC

GOSS: We're headed right for it!

RELATION STUDIOS

BS-13

SC 148

1-08

21710 A

4-0

START

SC

508

SC 148

1-08

21710 A

4-0

START

SC

508

SC 148

1-08

21710 A

4-0

START

SC

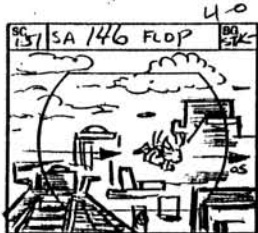
508

WORRIED GOSS ANTICS.

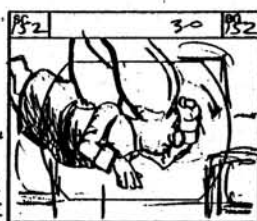
GOSS: I gotta get help!

GOSS FLIES ON -

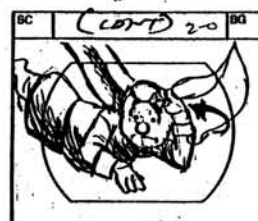
2-01



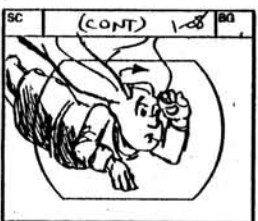
GOSS FLYS THRU SC FAST



ON GOSS FLYING AS HE LOOKS AROUND FOR BLACKSTAR.



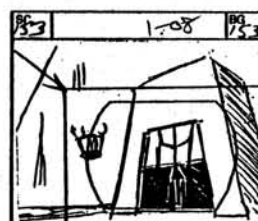
LOOKS DOWN



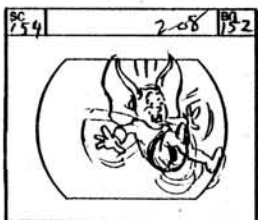
FORWARD



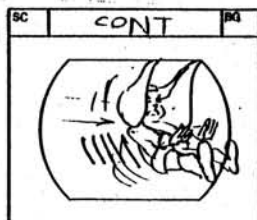
GOSS TAKES!!



EXT-SPHINX-TRK IN ON DOOR FAST AS IT OPENS



GOSS PANICS - GOSSANEAR (panicky WHISTLE)



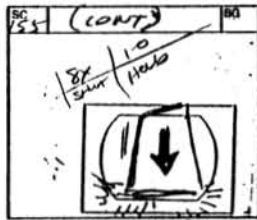
GAINS ON PAN AS HE TRIES TO STOP IN TIME



GOSS ZIPS INTO SPHINX -

FLAMING STUDIOS
BS-13

SC CONT
30

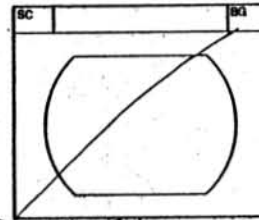


DOOR SLAMS SHUT
HOLD A BEAT ON DOOR--
SFX: WHUMP!!

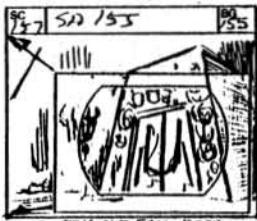


100 GASS REACTS

GORAMER Reel 1



FLAMING STICKS
BS-13

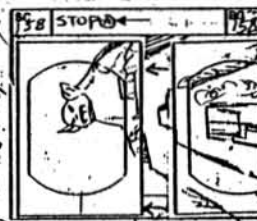


TRK
OUT
Z

106 REACT - TRK OUT FROM DOOR

GORAMER (calling V.O.) (Reel 1)
Lemme outta here! Help!

SEX: POLYNESIAN!!



PAN FROM LONG SHOT OF DOOR TO
TOP OF ZOMBIE SPHINK--
FADE TO BLACK



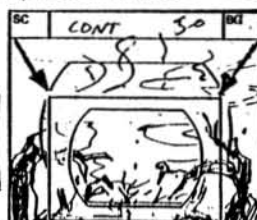
WIND
EFFX
CAM
SHAKE

MALAKAND LOOMS INTO GC
ON R. HORIZON & MOVES TOWARDS
CAMERA SFX: THUNDER WIND



CAM
SHAKE

THE TREES TREMBLE. DEBRIS
STARTS TO FLY UPWARDS



TRK
IN
Z

FADE
CAM
SHAKE

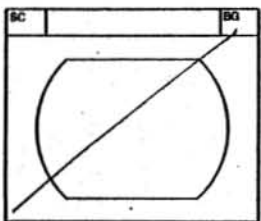
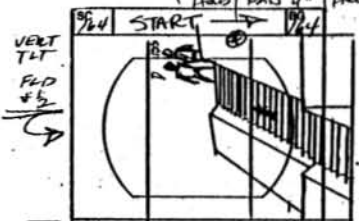
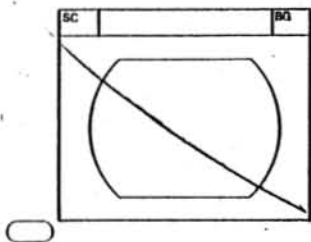
EFFX PASS OVER, WE SEE
THE REALMS OF THE LAND
CHAKED, DESTROYED



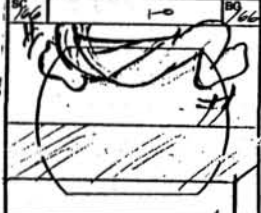
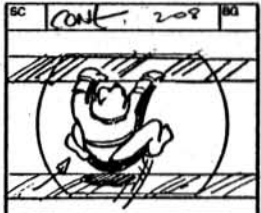
31

SFX (CONT) WIND, THUNDER, CHAKES ETC.

19-08



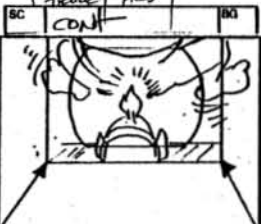
WE SEE (A) BAKAR AND DOL
AT REAR. TO EMITAN DOWN SLIGHTLY
WE SEE BAL - RIF CLIMBING UP



BALKAR TRIES TO
CLIMB TO A HIGHER
STAIR -

- AND HAS TROUBLE

CLIFF ON BALKAR'S
POSTERIOR AS -



RIF CLIMBS INTO SC

TRUCK IN ON FLAME
FROM RIF'S HAT HITTING

BALKAR SNIFFS AT
RISING SMOKE (13-08)



11) BALKAR DOES A QUICK TAKE AS SMOKE RISES UP HIS NOSE



12) BALKAR GRABS HIS POSTERIOR AND JUMPS UP



13) BALKAR IS BROUGHT UP INTO SC BY HAND OF BASTAR



TRUCK OUT CA

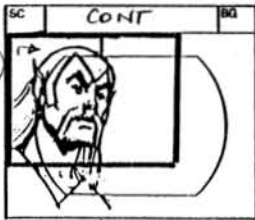
14) TRUCK OUT TO SEE B'S HAND OVER BALKAR



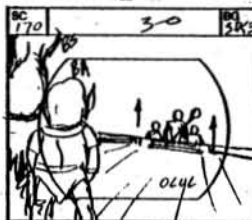
BLACKSTAR (to Balkar)
'Shhhhh!'



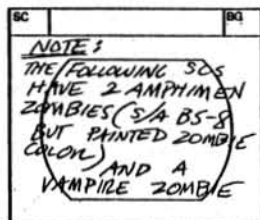
DAL (grinily)
'Too late.'



Look!



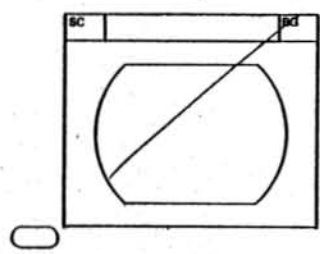
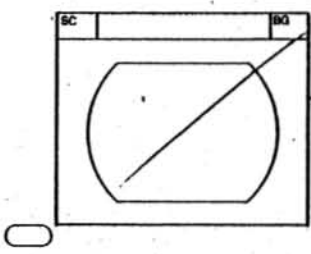
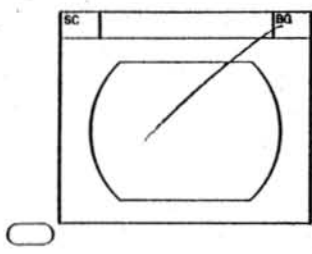
ZOMBIES COME UP INTO SC



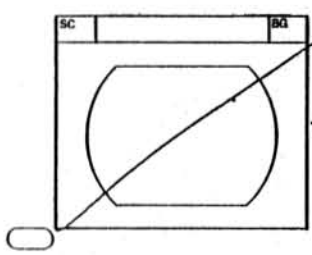
3-0

BS-13

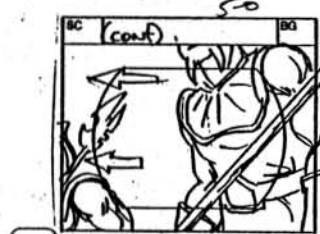
34



RELATION STORIES
BS-13

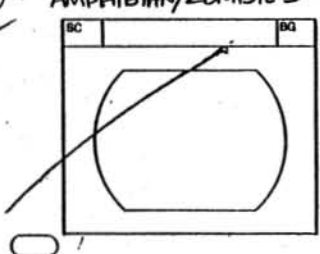
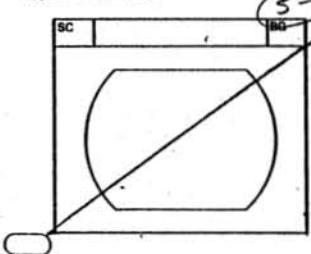
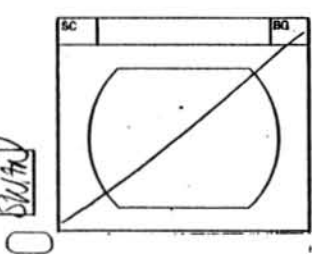


VAMPIRE/ZOMBIE WALKS
THRU SC 05

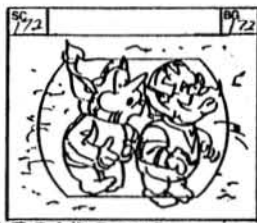


FOLLOWED BY TWO(2)
AMPHIBIAN/ZOMBIES

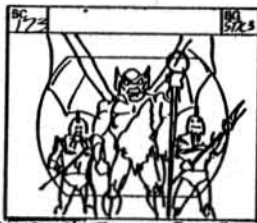
24/7



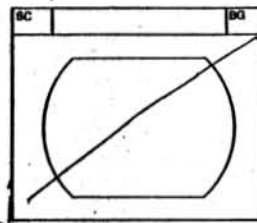
35



(116) RIF AND BUNKER LUN FORWARD AND LOOK UP AT THE ZOMBIES



(117) UP SHOT ZOMBIES
BLACKSTAR (VO)
Well, they're not the welcome wagon.



FLAMMION STUDIOS
75 13



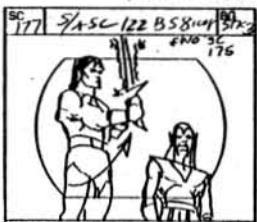
(119) V (VAMPIRE SCHMIE (monotone))
You are our prisoners.



(120) BLACKSTAR
Keep your distance, buddy.



(121) VAMP/ZOMBIE LEVELS HIS STAFF TOWARD CAM
CUT TO



(122) RIFAR KNIVES SWORD IT BEGINS TO SPARK W/ EX
BLACKSTAR
Okay, you asked for it!

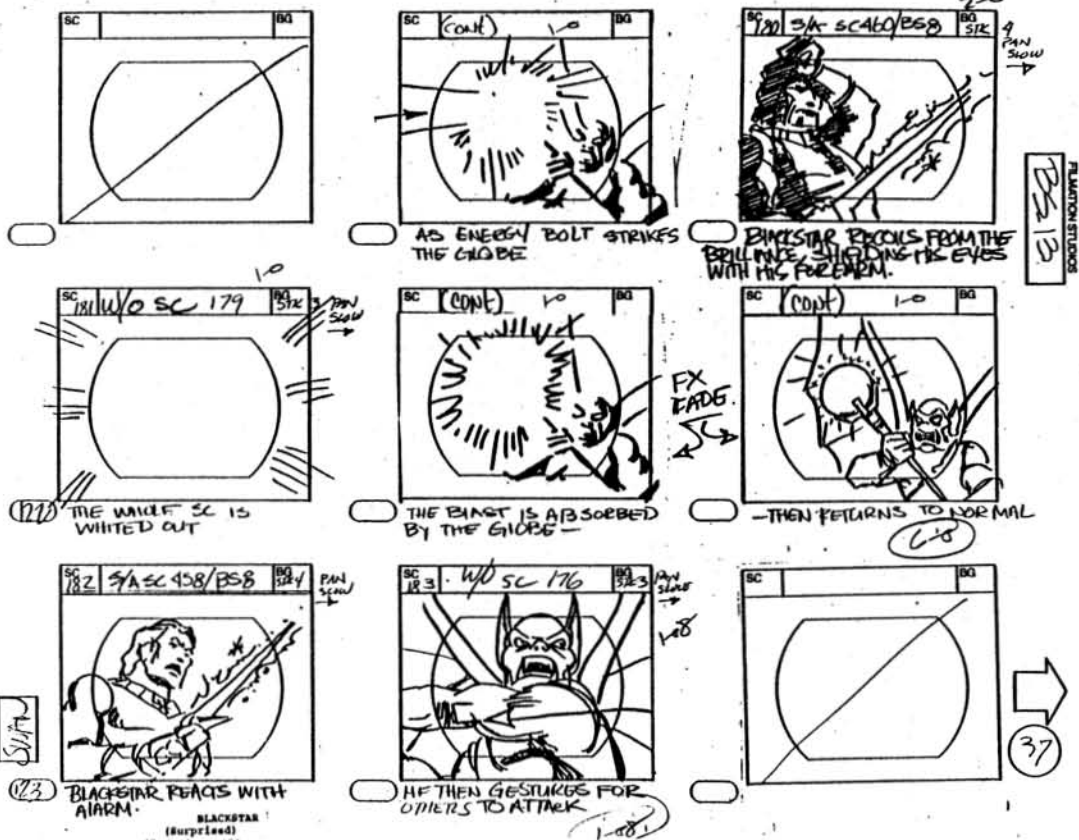


(123) A BLINDING BOLT OF ENERGY EXPLODES FROM SWORD



(124) ON VAMP/ZOMBIE - THE BOLT ENTERS SC

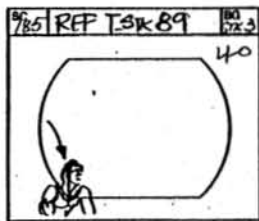
36



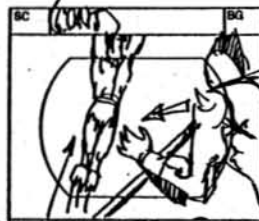
FLAMATION STUDIOS
BS-13



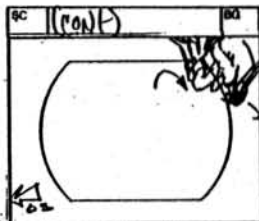
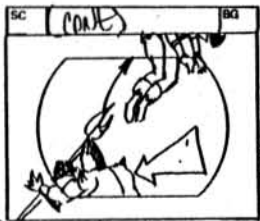
ONE OF THE AMP/ZOMBIES
RUSHES THRU SC



BS ANTICS



LEAPS OVER AMP/ZOM

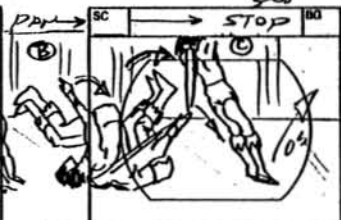


TREBBITS REACT

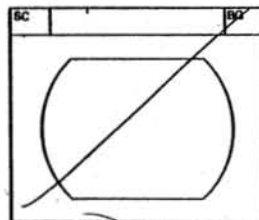


MS
LL

BS DRIPS IN TO SC -
PAN W/ BS -



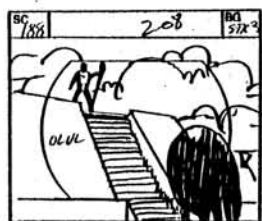
FLIPS TO HIS FEET AND



38

11-08

FLAMMION STUDIOS
BS-13



POV B/STAR HE SEES
ATOP PYRAMID THE VAMP-
ZOMBIE

OLUL
18 F
PAN
BG
BS
UP
INTO
SC

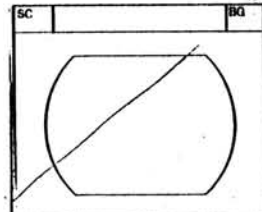
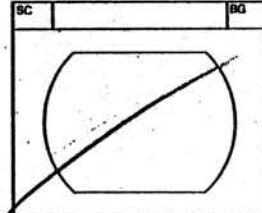
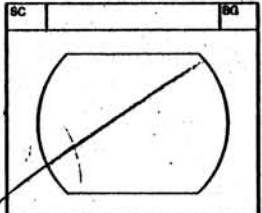
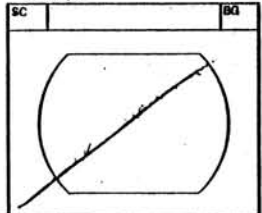


VAMP/ZOMBIE GESTURES
TOWARD OS AMP/ZOMBIE

3
SLOW
PAN



TOWARD THE OS B/STAR
BELOW



SWAP



THE AMP/ZOMBIE BACKS
INTO SC SMILING WITH RAGE
PREPARING TO—
ANOTHER ZOMBIE

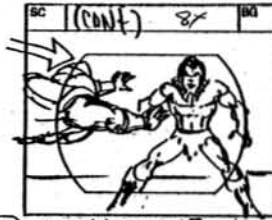


LEAPS OS

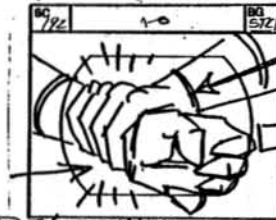
39



B/STAR STANDS READY -

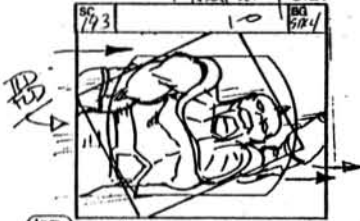


AS AMP/ZOMBIE DIVES INTO EC

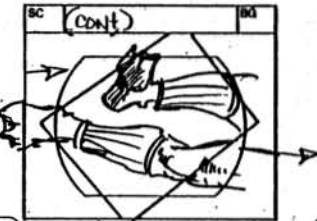


(120) B/STAR HAND GRABS AMP/ZOMBIE WRIST WITH A SLAP, & STARTS TO PULL IT O.S.

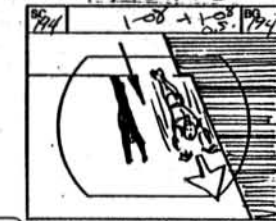
BS 13



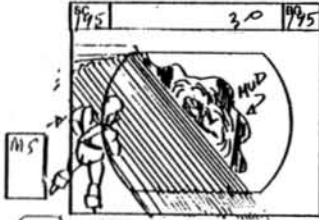
(121) AMP/ZOMBIE IS PULLED THRU EC BY O.S. BS -



-AND PULLS O.S.



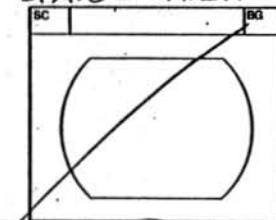
LONG SHOT OF AMP/ZOMBIE FALLING THRU EC
SPX: O.S. SPINCH



ON ZOMBIE IN MUD
FOLLOW



AMP/ZOMBIE IN MUD



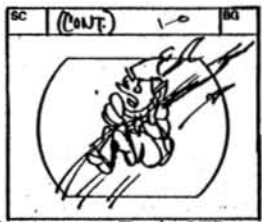
13-08

40

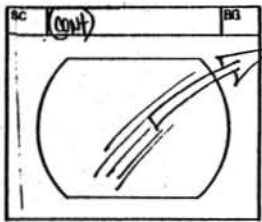
CUT TO:



RIF RUNS INTO SC-



-THEN IS PULL OFF CAM BY HAND OF AMP/ZOMBIE



5-08



(132) RABBIT CAPTURED BY AMP/ZOMBIE
RIP
YEEEEEE!!!
(yelling)



(133) CU ON BALKAR
BALKAR
(to RIF)
Rif! Do something!

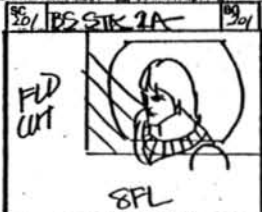


CU ON RIF AS HE LOOK AT OS BALKAR
RIP
I am I'm yelling!



(132) (yelling)
YEEEEEE!!!

RETRAT DMC
SCRIPT SC 132



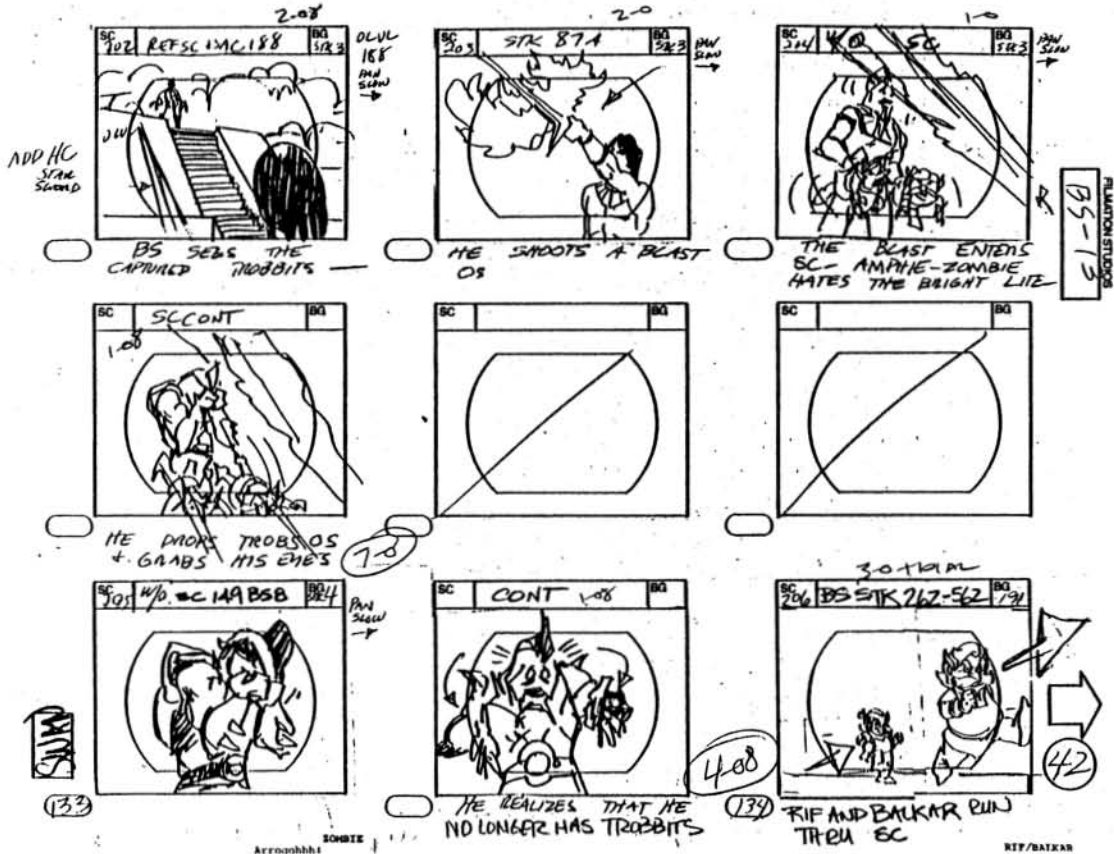
B/STAR HEARS OS RIF SCREAM-
"YEEEEEE!!!"

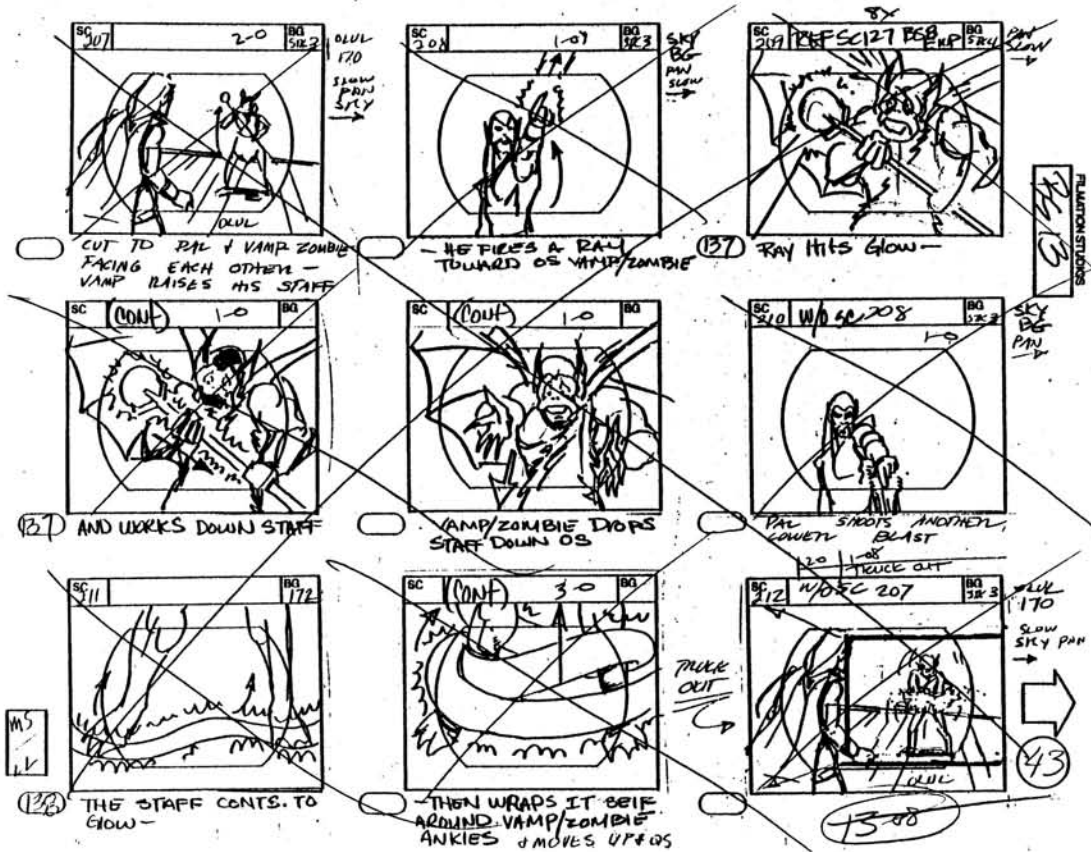


AND LOOKS UP
1-0

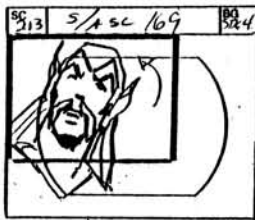
FLAMMION STUDIOS
#13

41





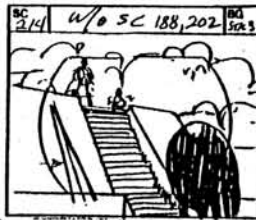
DAL
SNAPS HIS
HEAD
AROUND



(139)

BLACKSTAR
Come on, Dal!

ATV
SC 214

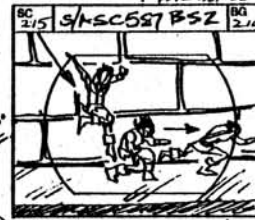


(139)

Let's go!

ALUL
188

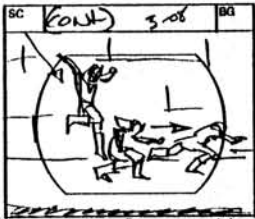
W/O
A DONT
THEN..



(139)

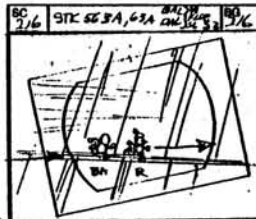
BS+ DAL LEAPS DOWN ONTO
the lower ledge and RUNS

BS-13
FILMATION STUDIOS



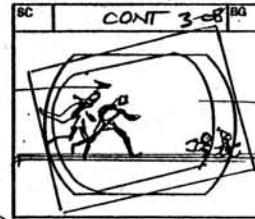
(139)

DAL LEAPS DOWN ALSO TO
LOWER ledge and RUNS



(139)

ON SIDE OF PYRAMID -
RIF + BALKAN RUN THRU
SC



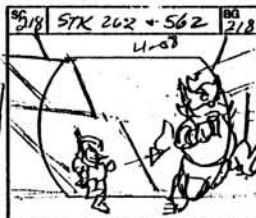
(139)

BS+ DAL GAIN IN
ON THEM + THRU SC



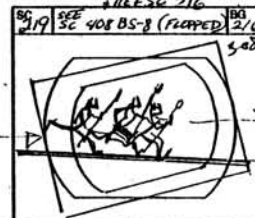
(139)

DAL RUN THRU
THU SHIELDS OF MURKIN



(139)

BALKAN + RIF RUN
AWAY FROM PYRAMID
+ THRU SC



(139)

THE VAMP-ZOMBIE + THE
2 AMP ZOMBIES RUN THRU
THE SC

(44)

(71)-5



FOLLOWED BY AMPH-ZOMBIES

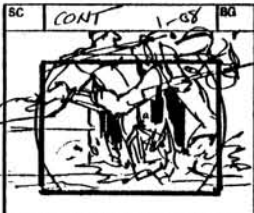


ON MUDDY ROAD AND DARK ALLEY WAY - VAMP-ZOMBIE RUNS THRU CLOSE TO LAM



TRUCK IN SHANTY AS BAL + RIF PEEL FROM AROUND CORNER

BS-13

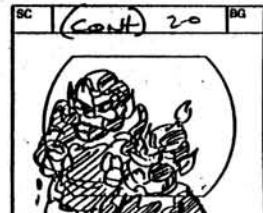


SUDDENLY THE 2 AMPH-ZOMBIES SPLASH THRU CLOSER TO THE ALLEY

QUICK CUT TO



BAL + RIF GET COVERED W/ MUD

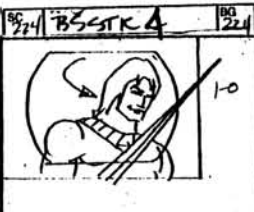


THEY REACT W/ ANGER - 10-8



MS LL

144 ON BS + BAL DAL (dazed) We can't fight a cityful of zombies!



B/S AR LOOKS DOWN AT OS TROBBITS - 1-8

MAKE 12 F BG FOR LATER SCC



RIF (disgusted) Y-Y-Y-YUCK!

45



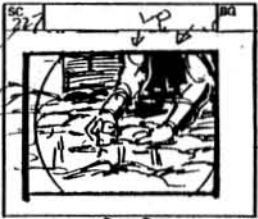
ON BS LOOKING AT TROBBITS - HE GETS THOUGHTFUL -



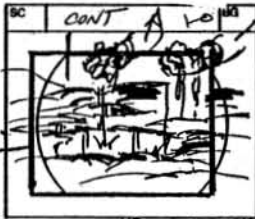
BLACKSTAR
Maybe we can't fight them -



BLACKSTAR (cont.)
- but we can fool them!



ON MUDDY PUDDLE IN FRONT OF ALLEY - BS' HANDS INTO SC -



SCOOPS UP SOME MUD + TAKES IT AS -



TROBBITS WATCH OS BS IN DISBELIEF -



BS LOWERS HIS HANDS - HIS FACE IS COVERED W/ THE ZOMBIE COLORED



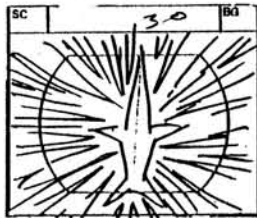
BS DOES A ZOMBIE TAKE



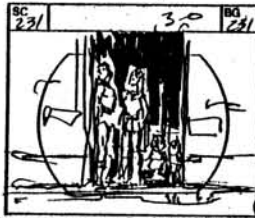
TROBBITS MARVEL AT BS' INGENUITY -

BS-13

46



WIPE TO:

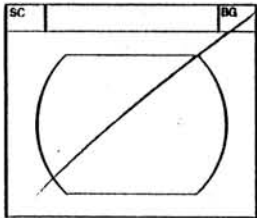
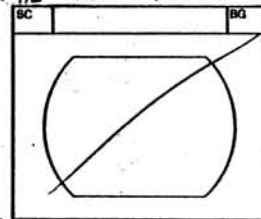
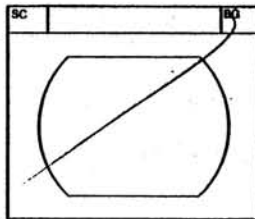
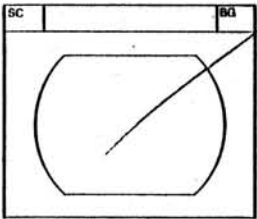


BS PEEKS OUT FROM ALLEY - THEY ARE ALL IN ZOMBIE MAKEUP

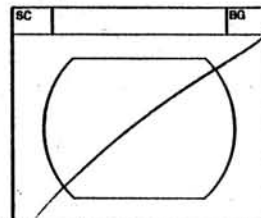
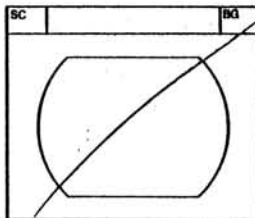


BLACKSTAR
Okay, guys. Let's give it a go.
HE STARTS TO EXIT WITH

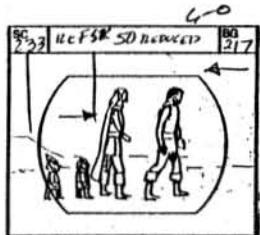
FLAMING STUDIOS
BS-13
DIAL



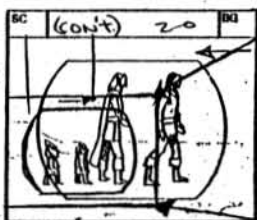
LL



➡
(47)



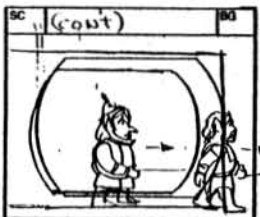
RIF, BALKAR, DAL. 1BS. WALK ZOMBIE-LIKE INTO SC.



CAM. TRUCKS IN TO RIF + BALKAR.



ON RIF + BALKAR.
BALKAR (whispering)
[Try to think "zombie"]



ON RIF
RIF (muttering)
I didn't know zombies could think...



GOOD GUYS INTO SC FROM L. AS TWO ZOMBIES ENTER FROM R.



UPSHOT ON ZOMBIES, WHO WALK THRU SC.



UPSHOT ON RIF + BALKAR, WHO APPREHENSIVELY OBSERVE THE ZOMBIES AS THEY WALK BY.



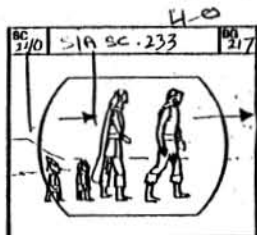
CLOSE ON THE RELIEVED BALKAR.
BALKAR (relieved sigh)



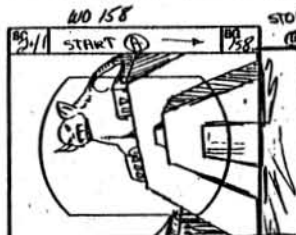
CLOSE ON RIF
RIF (muttering)
[Try to think "zombie"]

B
S
13

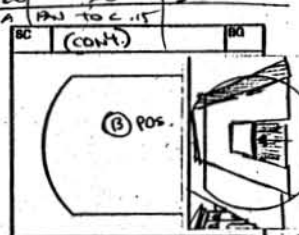
48



- LONG SHOT OF R.F. DALYAN, DAL + BS, BEING THE ZOMBIE SHUFFLE.

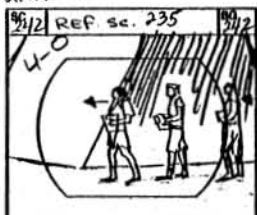


- CAM. PANS SLOWLY FROM (A) TO (B) POS., HOLDING THERE.



- THE DOOR RISES.

BS 13



- SEVERAL ZOMBIES TRUDGE THRU THE OPEN DOOR, CARRYING BUCKETS OF WATER.



- 2 UPSHOT ON ZOMBIES TRUDGING OUT OF THE SPHINX.



- MORE ZOMBIES, CARRYING BUCKETS OF WATER.



- DAL + BS, INTD SC, TO STOP.



- LOWENA EMERGES FROM THE SPHINX; SHE IS NOT CARRYING A BUCKET.



- CLOSE ON THE ANGUISHED FACE OF DAL - DAL (shocked)

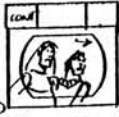
49



DAL (V.O.)
(SHOUTS)
LOWENA! LOWENA!
LOWENA SILENT -
SILENT, DUMBLY -
MAY BE DEAD



BLACKSTAR
WOI DAL!
BS STOPS EARL
FALLS GOING FORWARD



She's a zombie!



129 THEN SHE TURNS POINTING
O/S.
(monotone)
These are not zombies. Stop
them!



SEVERAL ZOMBIES MECHANICALLY
HURL WATER O/S.

EP. 352
QUICK
CUT
TO:

B.S.
B



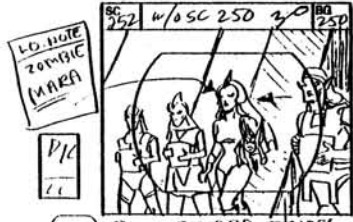
DAL + BS. REACT WITH
SURPRISE AS THE WATER
ENTERS SC. AND...



...COVERS THEM.



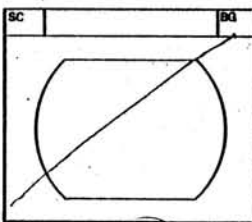
THEY LOOK DOWN AT THEIR
DISSOLVING MUD-DISGUISE.



L.O. NOTE
ZOMBIE
MARA

P/K
C

ZOMBIE-MARA STRIDES
FORWARD, GRIPPING THE PERTURBED
LOSSAMENR UNDER HER LEFT ARM.

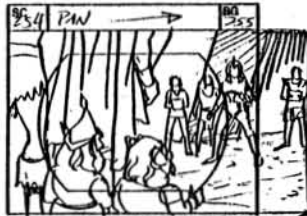


7-8



164 BALKAR + RIF ARE AGHAST.
(aghast)
BALKAR
It's Mara.

5D

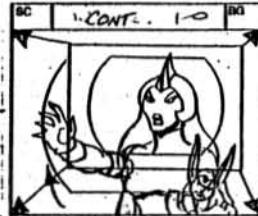


164 LOW ANGLE. BEHIND THE TROBBIES, BS & DAL, WE SEE MARA & ZAMBIES.
RIF
She has Gossamer! 1/0



MARA
(monotone)
I will stop them.

SHE
IS
ZOMBIE-
LOADED

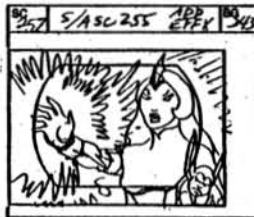


CAM. TRACKS OUT AS
MARA RAISES HER ARM.

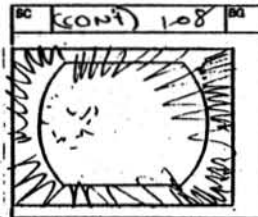
B
9
19



BS. REACK WITH SHOCK
& APPREHENSION.

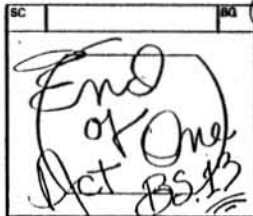


MARA OUTSTRETCHED HAND
EXPLODES WITH POWER AS...

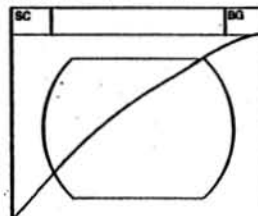
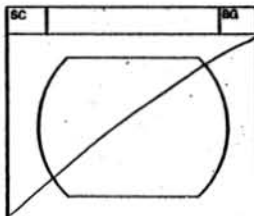


...EFX FILL SCREEN;
HOLD FOR A BEAT, THEN

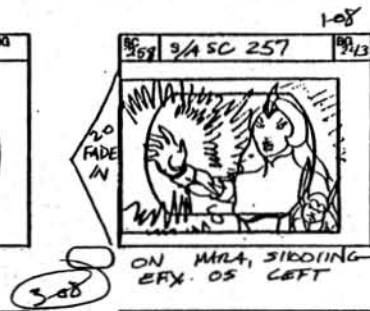
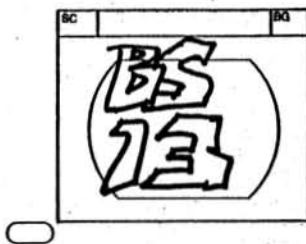
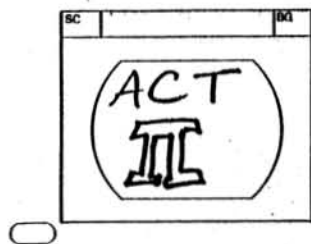
FADE
OUT



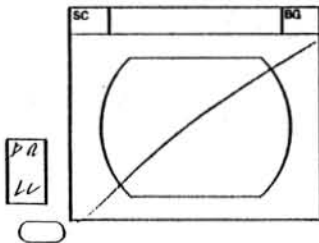
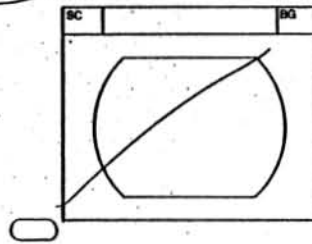
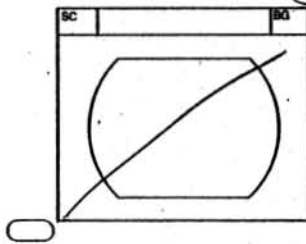
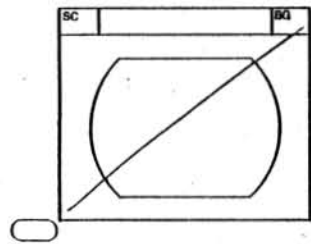
End of One Act BS. 1/3



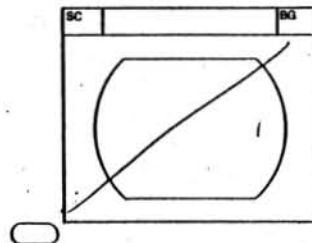
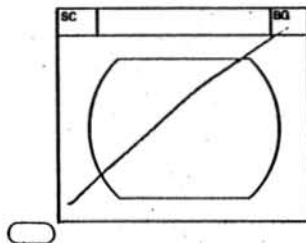
5/1



FLATION STUDIOS
BS-13



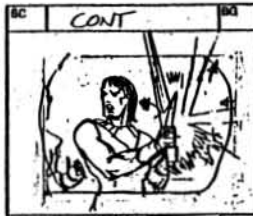
PA
LV



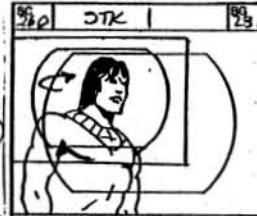
52



BS FENDS OFF MARA'S BLAST



BLACKSTAR
(to the others)
All of you get back!



handle Mara!



DAL, RIF & BALKAN RUN THRU SC + OS



BLACKSTAR
(Straining)
Can't keep this up long --



Mara's magic peaks a whallop!



ON BS STRAINING - STAVE
BEHIND HIM IS A STAVE



BS DROPS TO THE
RIGHT - MARA'S BEAM
CONTINUES

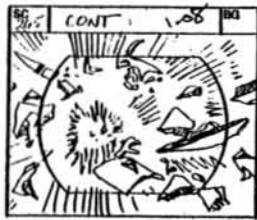


HITS THE STATUE

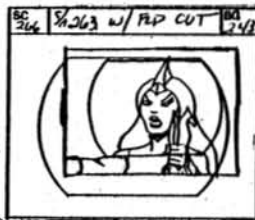
B
S
13

REVISIONS
SCOUTS
STUDIO

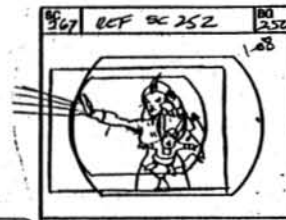
SC
CONT
53



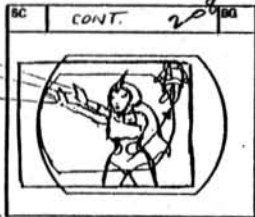
THE STATUE EXPLODES -
(THE STATUE'S SHIELD STAYS
INTACT)



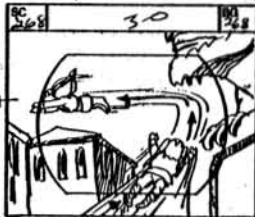
MARA
(monotone)
You shall not get away that
easily, Rebel!



MARA RELEASES GOSSAMEAN
& DRINGS REEL AHEAD
UP TO JOIN THE OTHER ONE



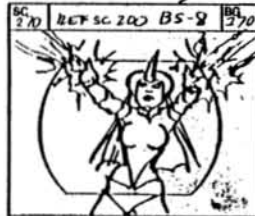
MARA SHOOTS 2-FINGERED
BLASTS - GOSS FLIES ON



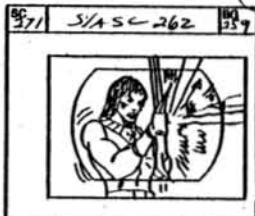
GOSSAMEAN FLIES UP +
ON



MARA
(monotone)
Blackstar!



MARA'S BLAST PULSES
& INTENSIFY



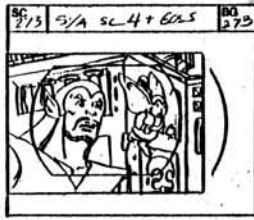
BLACKSTAR
(clenched teeth)
She just doesn't give up!



ON PALI, BAZ & RIF
WATCHING - GOSS DROPS
AID SC

FLATION STUDIOS
BS-13

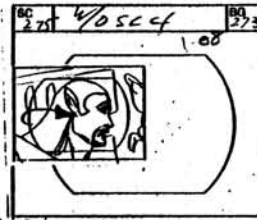
3-08



DAL
Blackstar doesn't seem to
be doing too well!



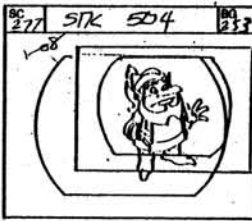
DAL: RIP LOOK OFF TO RIGHT
& REACT TO SOMETHING OS
And neither are we!



DAL - QUICK HEAD-
TURN



A GAP OF ZOMBIES LED
BY ZOMBIE DROPS GO THRU
CL



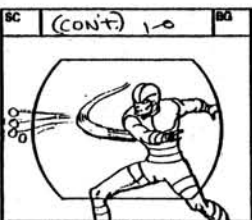
RIP
(frightened "gulp")



DAL RAISES HIS HAND -
RAINBOW COLORS SPARK
AROUND IT



ZOMBIE DAVE - 20 NGS
1 15.0.0



THROWS IT OS -



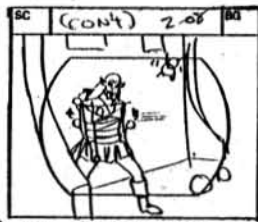
QUICK INTO CL

FLUORON STUDIOS
15-13

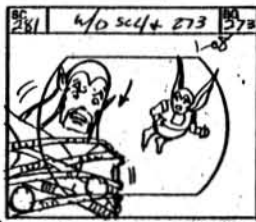
SC
CONT
55

15-08

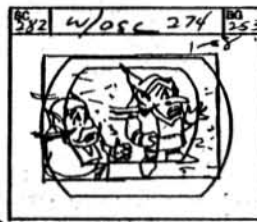
BS-13
FLAMING STUDIOS



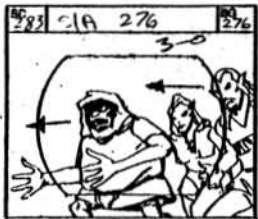
THE BOLOS WRAP
AROUND DAL



HE LOOKS SHOCKED



SO DO THOBBITS -
THEY SNAP HEADS
AROUND AT THE SOUND
OF HEAVY BREATHING



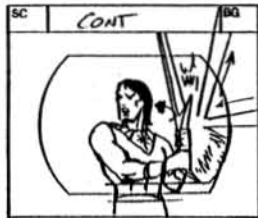
ZOMBIES!
HEAVY BREATHING!



MAGA, STILL BLASTING



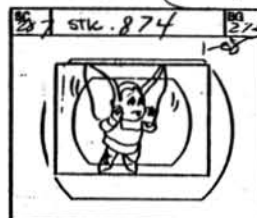
BS, STILL BLOCKING
THE BLAST



RIP AND BALKAN (O.S.)
Blackstar! Hneellppp!!!



BS SEES THE PRECIPITANT
(IF THE ADVANCING
ZOMBIES)



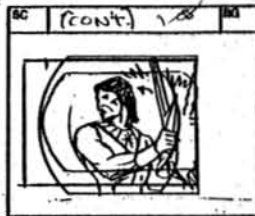
GOSSAMEAR
("alarm" whistle).

1/1
LL

56



ON BS LOOKING
THRU W10 SC 259 GROUP —



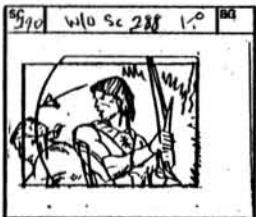
TO LOOKING AT
SOMETHING ON THE GROUND
BEHIND HIM —



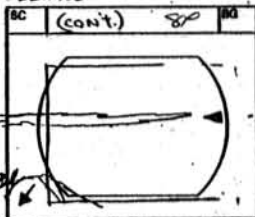
TRUCK IN ON SHIELD
OF SMITHED STATUE

SEE
SC 291
FOR ALL
FIELDS

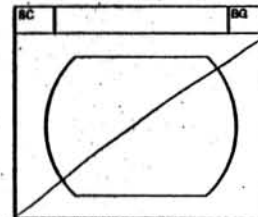
B.S.
B



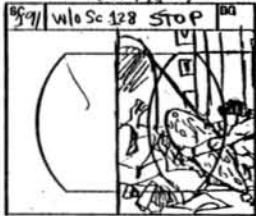
HE DIVES FOR SHIELD



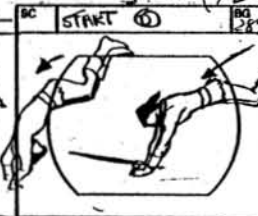
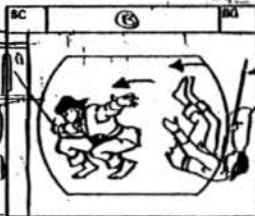
RAYS GO OVER HIS
HEAD



(8.17) (11.17)



HE TUMBLES THRU SC GRABS SHIELD



3.08 (USE LAST
V2 OF SC. 128)

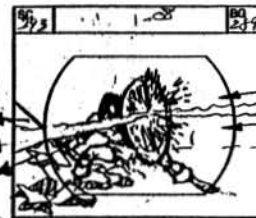
D.
W.

57

8!ed



1 MARA DECIDES TO TRY AN EYE-WHIMMY



BS REFLECTS THE BEAM BY THE SHIELD - IT GOES OS



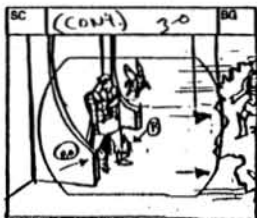
IT HITS THE ZOMBIES - WHICH BECOME enveloped in bubbles of magic light.



THEY REACT



ZOMBIES ARE SWEEPED OS



PR



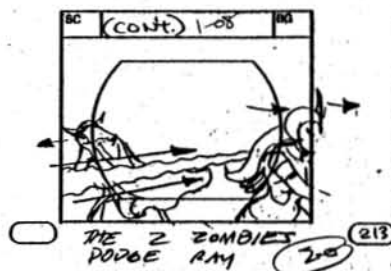
MARA CONTINUES TO WHIMMY - (14:0)



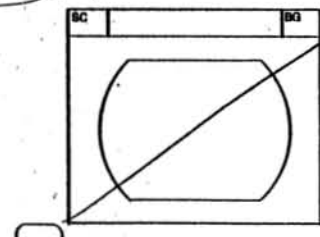
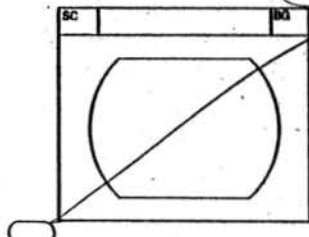
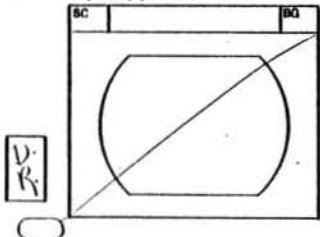
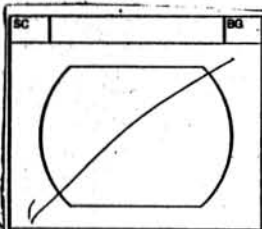
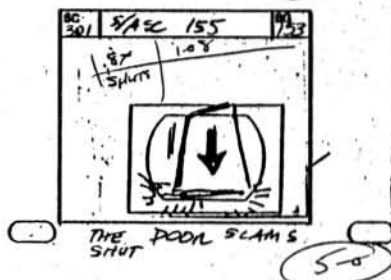
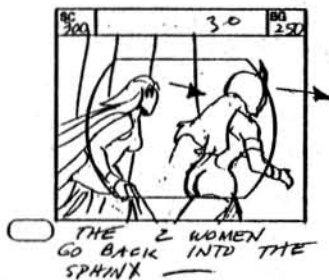
BS SENDS IT BACK TO HER!

FLAMION STUDIOS
B
S
13

518



B.S. 13
FILMATION STUDIOS



59

3-88
SC 302 3/4 SC 244 RE: PAINT 226

(216) BS: DML INTO SC

SC 303 3/4 SC 244

(217) -ON GOSS, WORRIED.
GOSSANEAR
We've gotta save the Sugar Tree.

SC 305 3/4 SC 225 (POP) RE: PAINT 233

(218) -ON THE SHOCKED RIF & BA.
RIF/BALKAR
What?!

SC 306 3/4 SC 202

(219) -CLOSE ON THE WORRIED GOSS.
GOSSANEAR (urgently)
Marauders are heading right for it!!

SC 307 3/4 SC 203

(220) -BAVENE CU.
It's going to run down our tree!

SC 307 3/4 SC 203

(221) -BA looks up at old R. BS.
BALKAR (thinking)
Blackstar, I know of a spell that might just protect the Sugar.

SC 308 3/4 SC 204

(222) -ON BS, WORKING UP L.
BLACKSTAR
Good! Gossaneer, fly Balkar back to the...

SC 309 3/4 SC 205

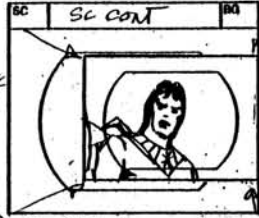
(223) -ON RIF, LOOKING UP AT R.
RIF (worried)
Hey! What about me?

B.S. 13



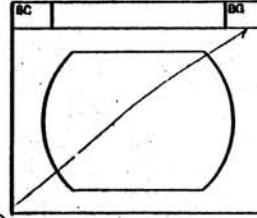


223 ON DR & BS, LOOKING AT L
BLACKSTAR
1. Down You have to help Dal and me
stop this Sheldemar character...

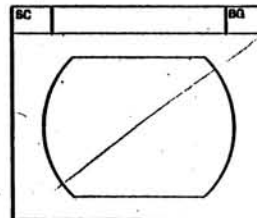
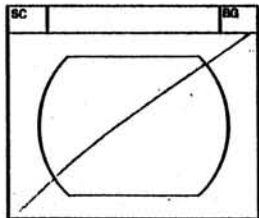
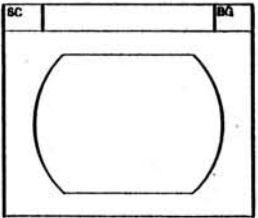
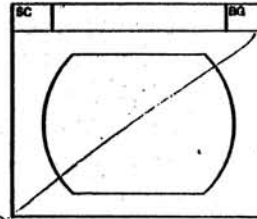
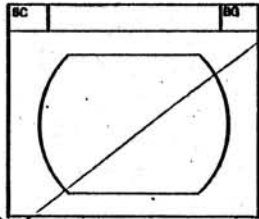
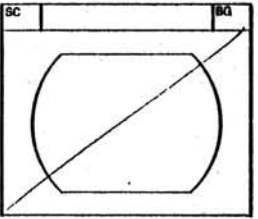


TRUCK
IN

224 ON BS.
BLACKSTAR
...before it's too late.

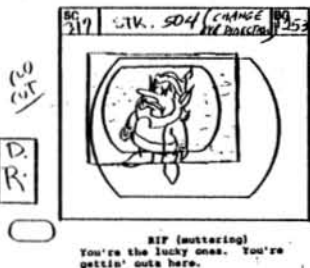
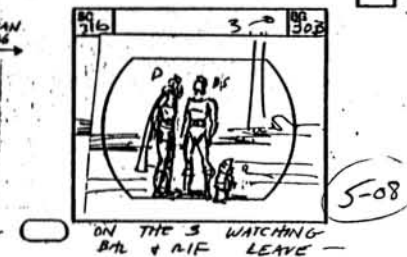
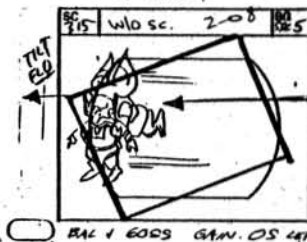
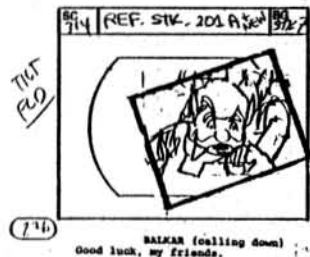
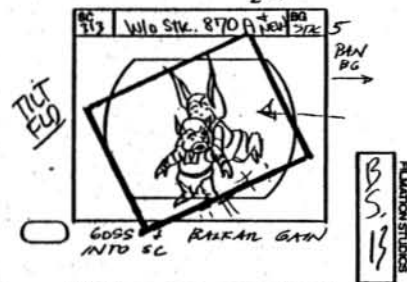
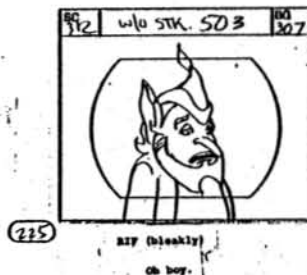
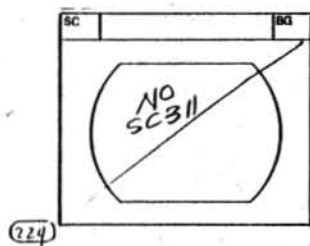


BS
13
FILMATION STUDIOS



Q.R.

➡
(10)



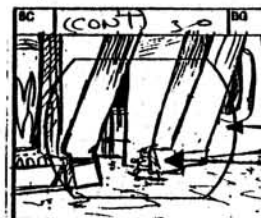
FD.
CUT
67



230 - BS TAKES IN SURPRISE, THEN SAYS HIS LINE.
Get back! BLACKSTAR



231 - BS + DAL RUN INTO AWEY...

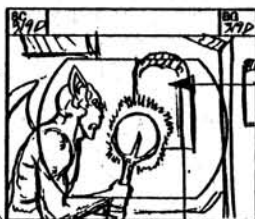


232 - FOLLOWED BY RE.

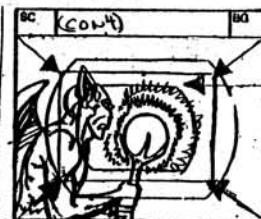
FLAMING STUDIOS
B.S.
13



233 - ZOMBIES INTO SC, LED BY THE HORKKIE WINGED VAMPIRE. ZOMBIE.



234 - CLOSE ON VAMP/ZOMBIE - VAMPIRE SCOWS. Come, zombies.

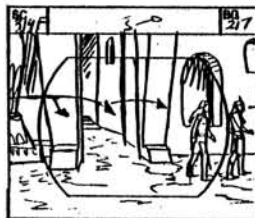


235 - GLOBE GLOWS BRIGHTER. AS CAM: TRUCKS IN. V. ZOMBIE (CONT) Sheldemar beckons us.

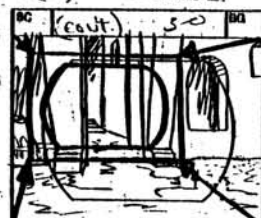


236 - ON BS + DAL IN AWEY.

BLACKSTAR Looks like this group will lead us right to him.

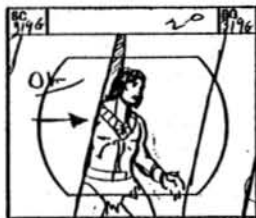


237 - ZOMBIES SHUFFLE OF R.

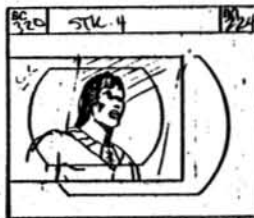


238 - CAM. TRUCKS IN.

62



-BS. STEPS OUT FROM ALLEY, LOOKING OFF R.

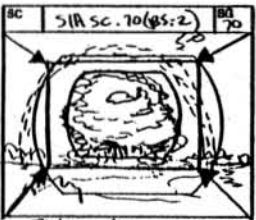


BLACKSTAR
[S]S NOVO,



WIPE

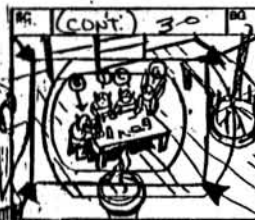
B.S.
13



TRUCK IN ON SAGAR
TRUCK



INT BALKAN'S LAB



PAN OF TO LEFT W/
CONTINUOUS TRUCK IN - ON
BALKAN, TERRA, CARPO, GASS



CARPO (worried)
Is it going to work, Balkar?



TERRA (worried)
I sure hope it works!



BALKAN (frustrated)
IT HAS TO WORK!

D.R.

63

SC 15A KLONG/BNT PATH 85-2. REF. SC. 31K 85-3. 1/3

* KLONG/BNT CREATURE (HOLDING FEATHER - FLYING TOWARD SAGAR TREE...

SC CONT. 20

* TURNS & LOOKS OS RT.

SC 15B SA-SC. 20. 6-0

* MARAKAND SLOWLY MOVING TOWARD KLONG - DESTROYING EVERY THING IN IT'S PATH.

FLAMMION STUDIOS
85-13.

SC 15C SA-325A. 20

* BACK TO KLONG - DOES A TAKE & ---

SC CONT. 10 AMU 85-214

* ...ZIPS OS LEFT.

SC

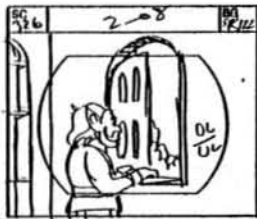
REVISED
DATE: 17. SEPT. 81

SC

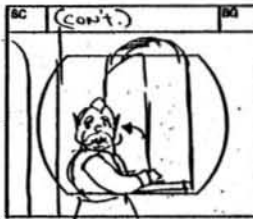
SC

SC

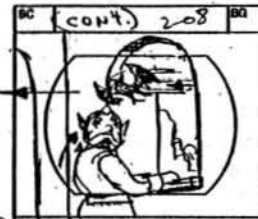
63A



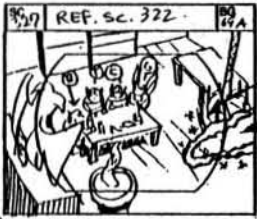
BURBLE LOOKING OUT WINDOW



HE TURNS TO CALL BACK TO HIS PAUCAN... BURBLE (excited) Here comes Klon!!!



BURBLE LOOKS UP AS KLONE (BAT CREATURE) FLIES INTO + TIRU SC.



KLONE CHANGE BFT DOWN INTO SC, AND AS IT TOUCHES THE FLOOR...



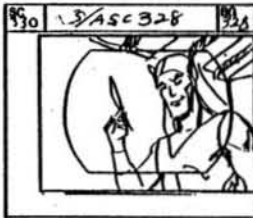
KLONE CHANGES BACK INTO HIS NORMAL SELF.



KLONE RAISES FIREBAT FEATHER INTO VIEW. KLONE (out of breath) I've got it!



BURBLE HOLDS DUBBLING BEAKER.



KLONE SMILES WHIMSICALLY.

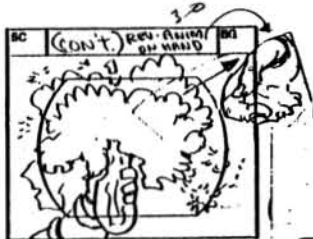
KLONE Yeah, the fire bat wasn't top pleased about it, but...



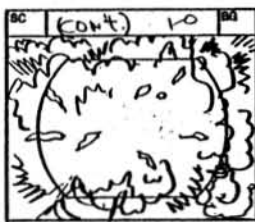
KLONE DROPS FEATHER INTO DUBBLING BEAKER. KLONE (cont.)

BS-13

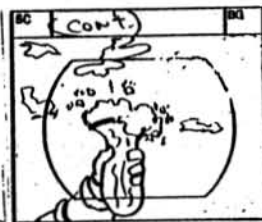
SC CONT 64



THE BEAKER BUBBLES
FIERCELY AS KINE DRAWS
BACK HIS AND OS.



THE BEAKER SUDDEN
EXPLODES...



THAN GOES BACK TO
NORMAL
BALEAR (solemnly)
This potion must be poured into



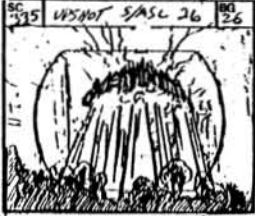
BALEAR SOLEMN.
the underground river that feeds
the roots of Ager.



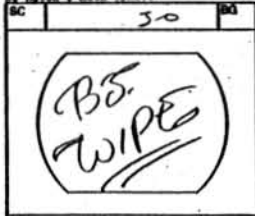
HURGLE + GOS. AT WINDOW.
GOS. IN A PANIC.
GOSAMKAR (distress whistling)
We haven't much time!!



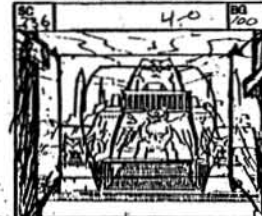
CLOSE THE PANICKED
GOSAMKAR.
GOSAMKAR (pointing off)
It's getting closer!



MILAKAND LOOMS UP INTO
SC



BS
WIPE



BIT TEMPLE OF THE
LABYRINTH. CAM. TRUCKS

FLATION STUDIOS

65

AT
TEMPLE
(HOME OF
SANTHEMAR)
ENTRANCE



-ZEMOIES THRU SC.



-ZEMOIES INTO TEMPLE,
THRU 2 ENTRANCES



-CAM. TRUCKS IN

B
S
13

NO
SC
339



-DAL, DS, & RIF BEHIND
VEHICLE..



BS. TURNS TO DAL.
BLACKSTAR
I'll take the door on the right.
Dal, you and RIF

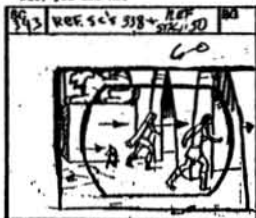


252 -CLOSE ON THE DISTURBED
RIF.
Take the one on the left.

D.
R.



254 -RIF LOOKS DOWN, VERY
DISPLEASED.
RIF (muttering)
I'd rather take the next boat



-RIF, DAL, & BS. WALK
THRU THE TEMPLE ENTRANCES.



-RIF & DAL WALK INTO
SC.

A-D
BIKE
(HELD)
FOR STK
RUNS.

664

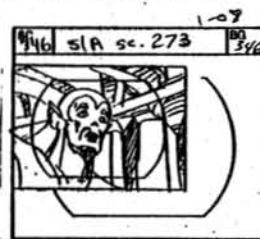
10-0



-RIF LOOKS BACK NERVOUSLY AS HE WALKS.



-HE TURNS TO AN O/S SOUND, + STOPS WALKING - AHEAD. SFX: CLICK...SCREEE...



-CLOSE ON THE FRIGHTENED DAW.



-WE SEE THE SILHOUETTED ZOMBIE-LORD IN THE DOORWAY, AS CAM TRUCKS OUT.



-CLOSE ON THE FRIGHTENED RIF, AS ZOMBIE-POND'S HAND ENTERS SC...



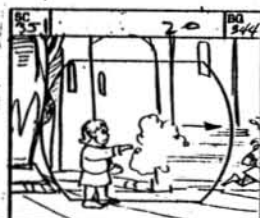
...AND GRIPS HIS SHOULDER. RIF TURNS...



TO STAKE INTO THE GLASTY, VACANT EYES OF ZOMBIE-POND.



ON THE TERRIFIED RIF.

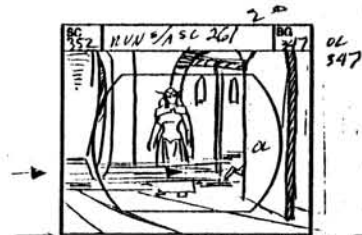


RIF RUNS RAPIDLY OF R.

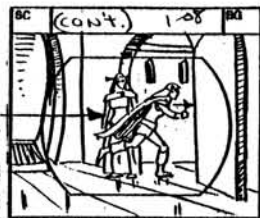
B
S
19
FLATION STUDIOS

D.
R.

17-08



-RIF RUNS PAST ZOMBIE-LAWENA
-> THRU THE DOORWAY...

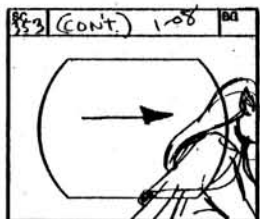


... FOLLOWED BY
OAL...

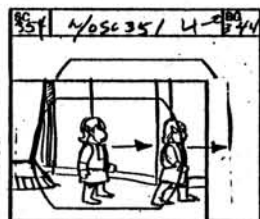


-CLOSE ON THE RAMPAN,
VACANT-EYED ZOMBIE-LAWENA,
WHO TURNS TO LOOK O/S R...

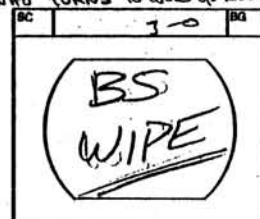
BS
13
FILMATION STUDIOS



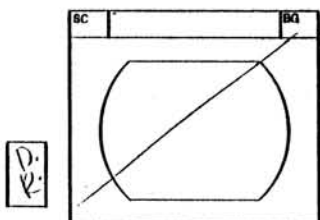
... THEN SLOWLY
TRUDGES O/S R.



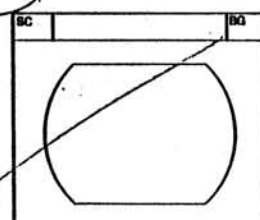
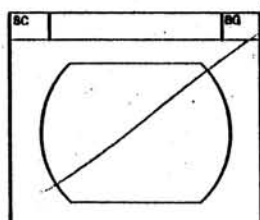
-ON PAULO, WHO
SLOWLY TRUDGES O/S R.



14-0



D.
R.



67

4-0
ZOMBIES TRUCK
SC 355 SA 337
NOTE: START ZOMBIES HERE
SLOW 11" IN

3-0
TRUCK
SC 356 SA 338
ZOMBIES WALK IN CHAMBER
INTO SC

3-0
TRUCK
SC 357 BS 67X 60
BS GRABS INTO SC AS HE RUNS DOWN HALL WAY.
PAN SC

3-0
TRUCK
SC 358
NOTE: SET UP BG TO WIN SC 365
TRK OUT TO 9 FLD

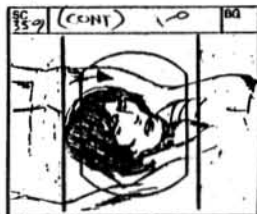
3-0
TRUCK
SC 359
90 VERT PAN
HOLD A BEAT ON OPEN DOOR

3-0
TRUCK
SC 360
NOTE: DESIGN BG TO WIN SC 367
INTO SC

3-0
TRUCK
SC 361
AND HE FALLS DOWN AS INTO TRAP DOOR.

3-0
TRUCK
SC 362
A-B PAN. WE SEE BS IS HANGING UNDERNEATH TRAP DOOR ON UNDERHANGING WOOD - PAN DOWN TO BS - 38-0

35-13
FILMATION STUDIOS



LO NOTE:
EYES LOOK
DOWN AND
LEFT
HOOK
UP BS

BS LOOKS AND REACTS TO OS
MONSTER

SFX: **MONSTER GROWLS**



90° VERT
SET UP
HOOK
UP
MONSTER

MOTHER ANGLE: LONGER ON BS AS WE PAN AND TRUCK IN SLIGHTLY
ON DOWNSHOT OF GROWLING MONSTER LOOKING UP AT BS.



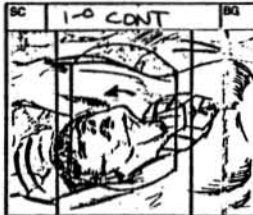
CLOSER ON MONSTER AS IT
ROARS W/ GLOWING EYES.

SFX: **MONSTER ROOARR!!**

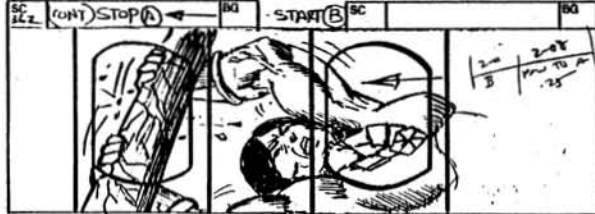


90° VERT

BS TAKES-



LOOKS UP-



AS HE STARTS TO PULL HIMSELF UP, PAN ABOVE TO WOOD STRAIN
AND CRACK FROM HIS WEIGHT.

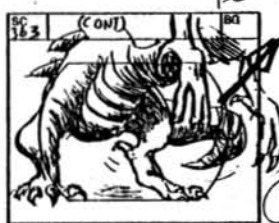


MONSTER ROARS - ANTICS

SFX: **ROAR**

35-13
FLUORIN STUDIO

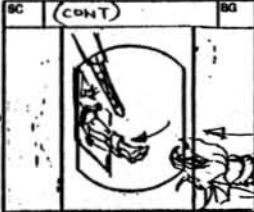
SC CONT
69



FAST
ACTION

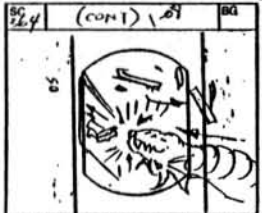


(A)
POS
NOTE: WOOD PILE IS CRACKED

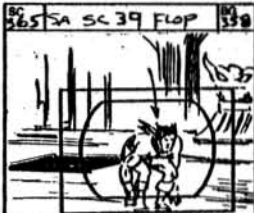


RELATION STONES
BS-13

MONSTER LEAPS TOWARDS OS (27) BS SWINGS LEGS UP INTO SC - (27) HE SWINGS UP AS MONSTER ENTERS SC W/ OPEN JAW.
SFX: (CONT) **ROAAARR** BLACKSTAR (VO) ENTERS SC W/ OPEN JAW.
Alley---OOOOOP!

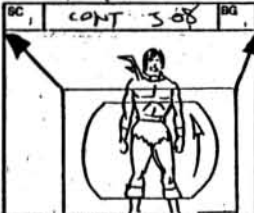


BS ENTERS OS JUST AS MONSTER'S SNAPPING JAWS MISS HIM AS WOOD BREAKS APART AND FALLS OS
SFX: **SNAP!!**



FLOP
AND

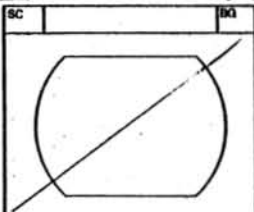
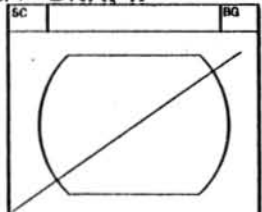
BS LANDS INTO SC IN FRONT OF TRAP DOOR
SFX: **OS RROOARR!!**



TRY
OUT
FULL
UP

HOOK
UP

BS STANDS STRAIGHT -



(A) POS

FLO
CUT

70

BS RUNS OS -

SFX: OS GROWLS FADE

2-0
Helm SC.
BS 5/A 121 BS-9 NO SC 356

INTO SC

BS RUNS INTO CHAMBER.

8X 1-0 1206

WALL SLIDES DOWN BEHIND HIM

BS STK BS (NO SWORD) BS 368

TRK OUT FROM CLOSED WALL DOOR TO REVEAL BS LOOKING AT IT.

BS STK 4 20

BS LOOKS AROUND -

BS STK 20A START (A) BS STOP (B)

PAN FROM BS TO DARK AND EERIE HALLWAY

BLACKSTAR (sigh)
Whatever's down this SETTING.
It couldn't possibly be worse!

BS STK 7 20

BS TURNS AND REACTS

BS STK 372 STOP (A) FAST ACTION (B) STOP (C)

PAN FROM BS LOOKING (D) TO WALL SLIDING IN FAST.

BLACKSTAR (bleakly)
Then again,

SEE SC 373 FOR (C) POS SET UP

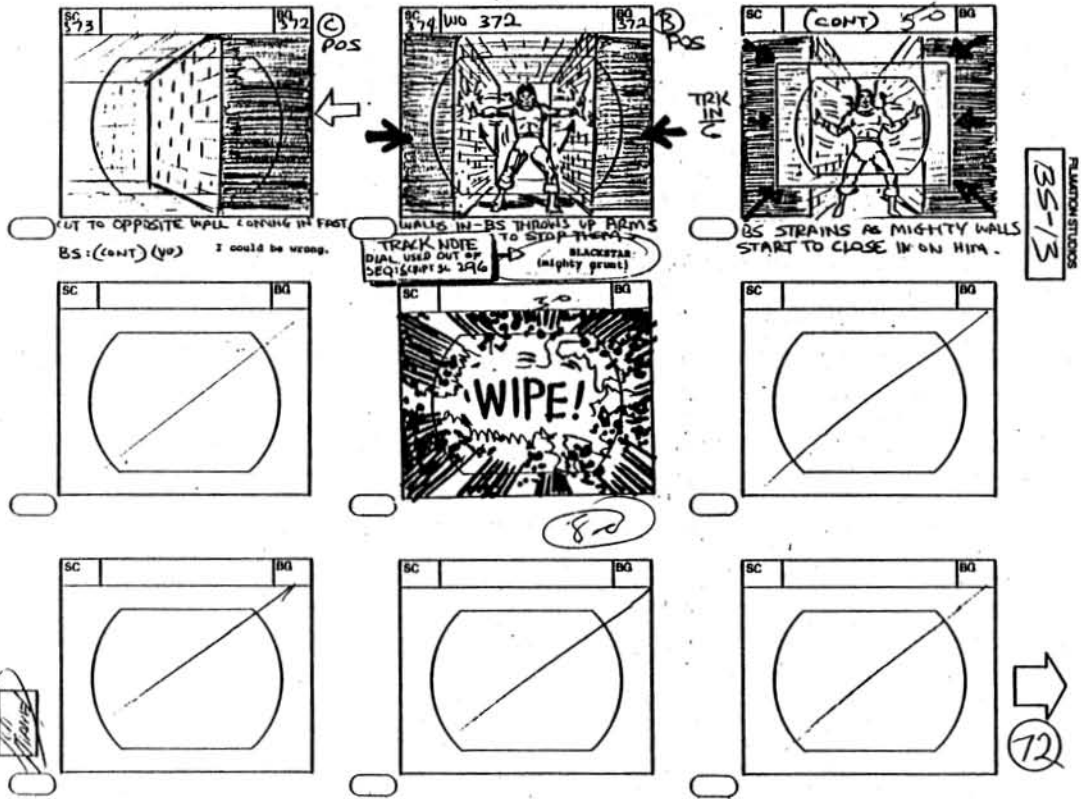
4-0
NOTE:
NO SWORD
IN HAND

BS-13

HOOK UP
FLD CUT

HOOK UP BS

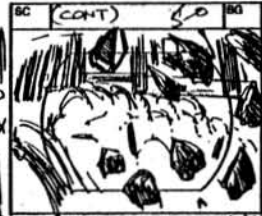
71



CAM SHAKE W/ STX



ON TREES + LANDSCAPE AS MARAKAND FLIES INTO SC W/ FX STRIKING LAND -

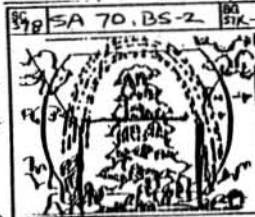


MARAKAND CONTINUES THRU SC DESTROYING LAND - DEBILS FLYS OS AND SMOKE FILLS SC -



MARAKAND MOVES AWAY AS WE SEE IT LEAVES BEHIND RUINED TREES -

BS-13



ON SAGAR TREE AS BIRDS FLY THRU SC TRUCK IN



CLOSER SHOT - BASE OF SAGAR TRUCK - TRUCK IN IN CAVERN LEADING UNDERNATH TO SAGAR -



NOTE: BALKAR HOLDS VIAL OF POTION



INTERIOR - UNDERGROUND CAVERN - PAN (B) FROM ENTRANCE TO (A) POS (290) WHERE WE SEE SHIPS OF KLONE AND BALKAR LOOKING DOWN AT RIVER FROM TRAIL EDGE - MAIN ROOTS OF SAGAR TREE IN BG - (A) POS -



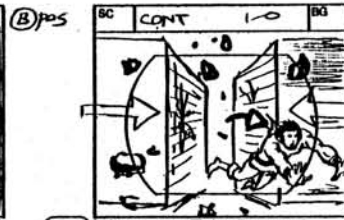
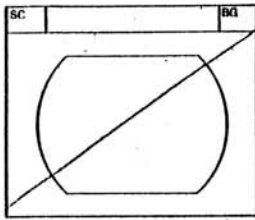
NOTE: XEROX DOWN STICK T-1001 PAN WATER



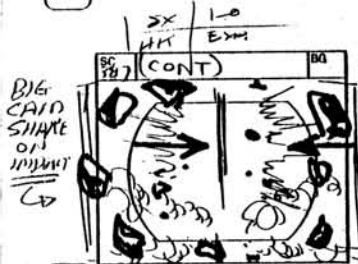
CLOSER ON BALKAR AS HE HOLDS VIAL OF POTION -

73





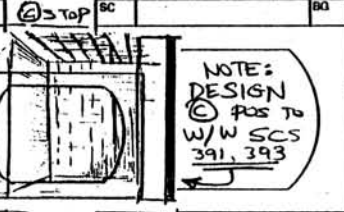
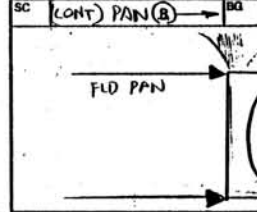
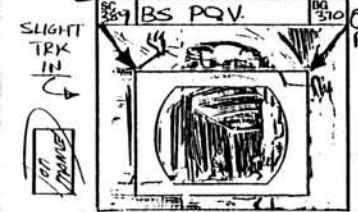
FLATION STUDIOS
BS-13



WALLS SLAM TOGETHER -
DUST AND BRICKS FLY -
SEX - **CRAASSHHH!!**

ON BS ON GROUND LOOKING
LEFT AT OS WALLS - ROCKS AND
DUST DROP INTO S -

DUST SUBSIDES AS BS LOOKS
OS BS VERY TICKED-OFF -



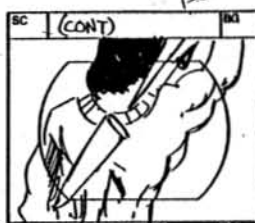
THINK IN ON HALL -
BLACKSTAR (YJ)
These hallway's are trouble...

PAN OVER TO SIDE WALL
BLACKSTAR (cont.) (VO)
-- I think I'll take a little
shortcut!

NOTE: DESIGN
© POS TO
W/W SCS
391, 393

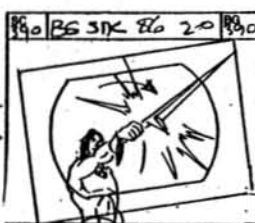


BS HAND INTO SC - GRABS SWORD -



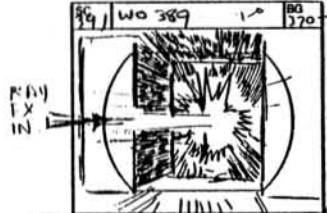
PULLS SWORD OUT -

HOOK
UP
TILT
FLD



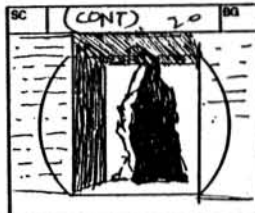
BS LOWERS SWORD AND
PIRS AWAY
SEX: STARBURST ZAP!!

BS 13



RAY EFF STRIKE WALL
CUTTING WIMLDER STYLE N/S.

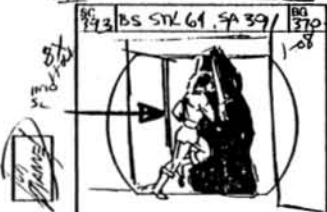
SEX: 2 2 2 2 2 APP!!



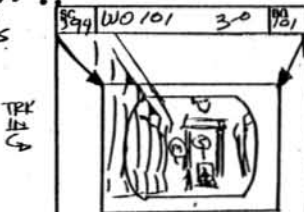
FX FADE - REVEALING
HOLE IN WALL -



BS RUNS OS -



BS RUNS INTO HOLE -



LONG SHOT OF SHALDEMAR
AND MARA/ZOMBIE SILLS.

NOTE:
HOOK
UP MARA
N/ SC



SHALDEMAR TAKES -

76

15-08

20

396 WSC 102 WU 359-BS-8 102

BS INTO SC FAST TO STOP W/ SWORD IN HAND. SHALDEMAR SITS AS MARA STANDS BY ZOMBIE-LIKE.

FUD CUT

397 WU 104 208 104

MARA ZOMBIE TURNS TO OS BS

408

398

NOSC 398

399 WSC 103 103

SHALDEMAR Surrender, Blockster!

TRK IN

400 SA 11 110

SHALDEMAR (cont.) ...to the Sphere of Souls!

401

WIPE!

POWERSSIVE CAM SHAKE

402 SA 26 50 104

BS-3

SHALDEMAR PASSES UP OVER CAM W/ FX DESTROYED LANDSCAPE

GROSS SMALL IN

403 WU 86 SK 870 104

GROSS TAKES AS HE HOVERES

Oh no!

GOSSEMEAR

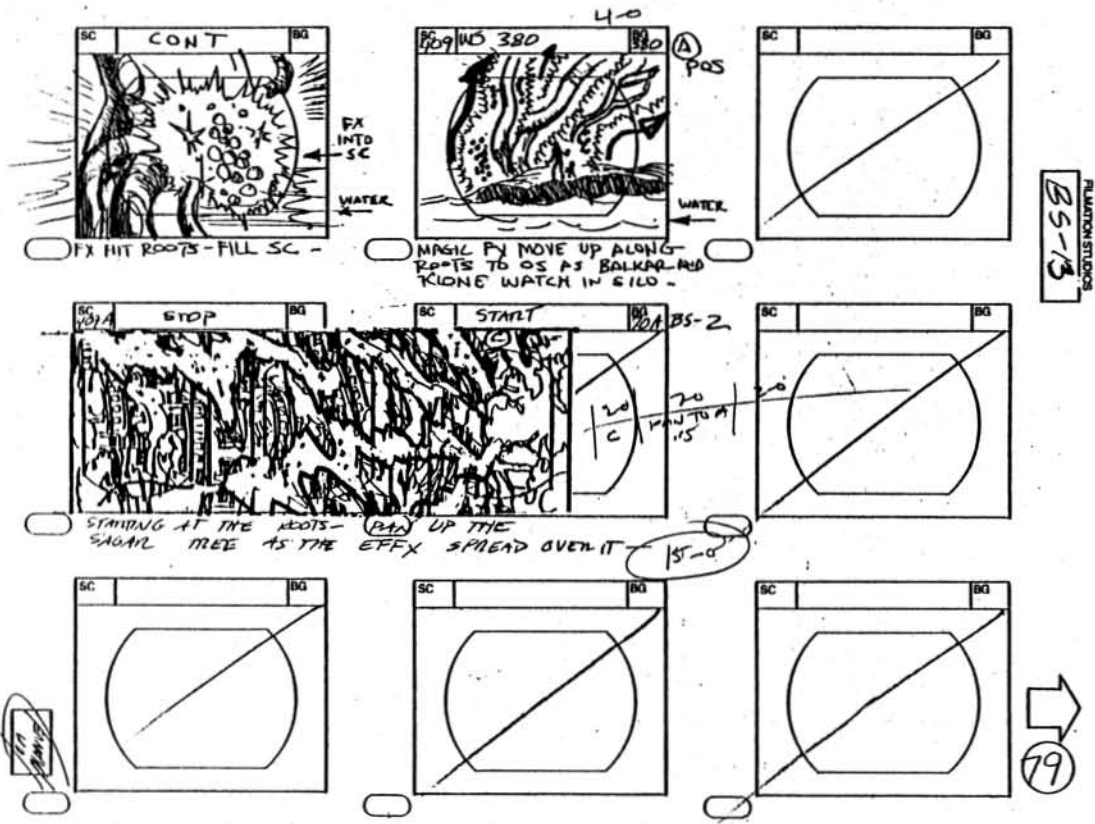
TRK IN

404 SA 70 BS-2 104

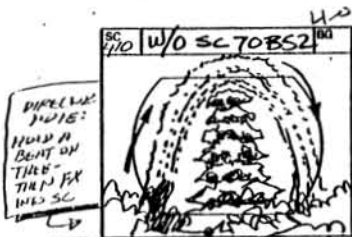
ON SAGARZ TREE. BIRDS HIRN SC

GOSSEMEAR (CONT.) (yo) It's almost reached the Sagar Tree!

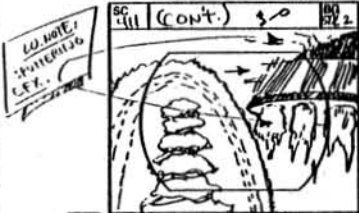
FLAMATION STUDIOS
BS-13



BS-13



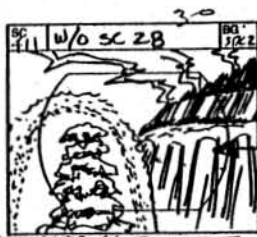
328 RAINBOW ENERGY SPREADS FORMING FORCE DOME OVER THE SAGAR TREE (DO NOT SHOW THE NORMAL SAGAR TREE EFF.)



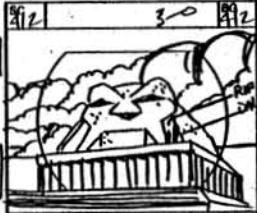
329 MARAKAND RECOILS SLIGHTLY FROM THE DOME; ITS TOP + BOTTOM EFF. SPARKS BUT DO NOT STOP



330 MARAKAND SLOWLY TILTS.



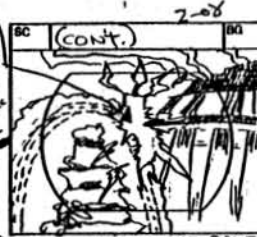
329 LONGER SHOT OF TREE - MARAKAND ENTERS SC... E



330 DAL AND RIP ON UPPER PART OF PALACE



331 ON DAL - CAM SHAKE CONT. CAM, SLOWLY TILTS CW.



332 ...AND, TOUCHING THE DOME TRIGGERS A FAST ELECTRICAL BURST.



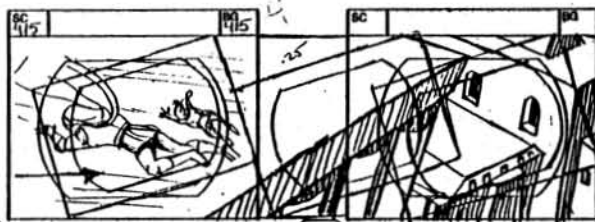
333 RIP REACTS TO SHAKING



334 DAL FALLS Q.S.

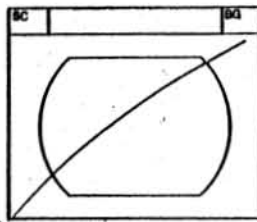
B.S. 13

27-08

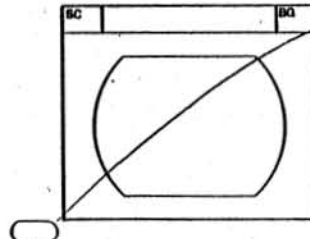
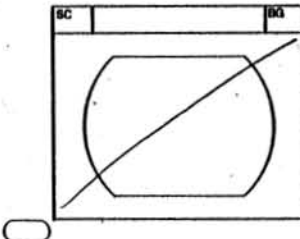
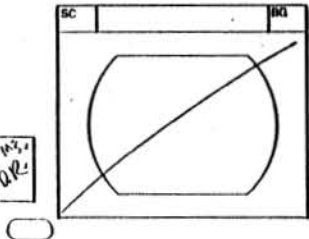
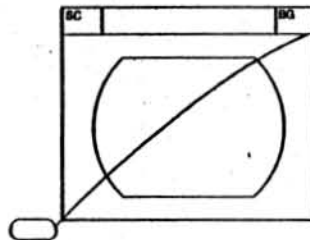
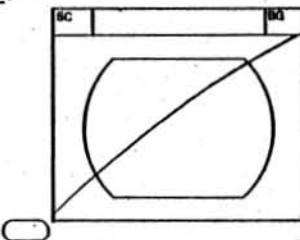
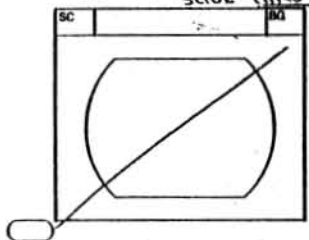


112 CAM. PANS FROM (C) TO (F) POS. HOLD AT (F), AS DAL + RIF SLIDE THRU SC.

NOBBIE! RIF!

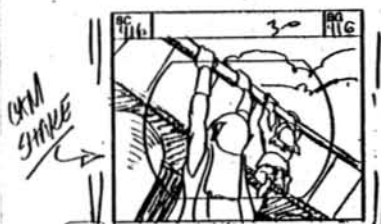


B.S. 13 FLATION STICKS



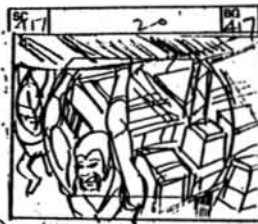
M.S. 12

80A

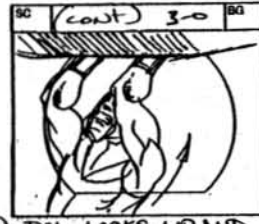


CAM SHAKE

DAL AND RIF
DANGLING FROM EDGE OF BLDG.

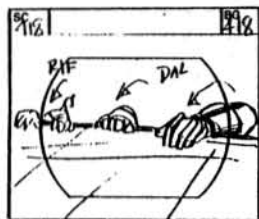


DOWN SHOT OF THE CITY
BELOW DAL. HE LOOKS DOWN,
SHOCKED.



DAL LOOKS UP AND
STARTS TO PULL HIMSELF
UP.

FLAMING STICKS
81



REVERSE SHOT
DAL REACHES FORWARD...



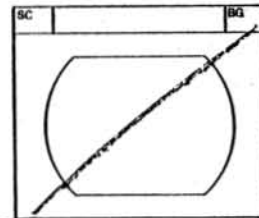
HE COMES UP INTO SC.
LOWENA INTO SC.
DAL LOOKS UP W/HORROR.

CAM SHAKE

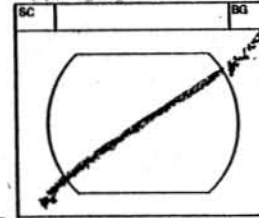
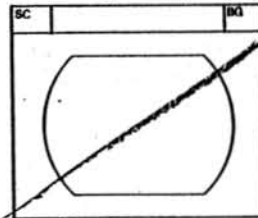


UPSHOT: THE EVIL
ZOMBIES LOWENA AND PULO.
SFX: CUE

11-8



81



81



325 SHALDUKAR REACTS TO SHALE

No! SHALDUKAR (reacting)



326 SHALDUKAR (enraged)

Blackstar!

NO SC 421

CAM SNAKE DIES

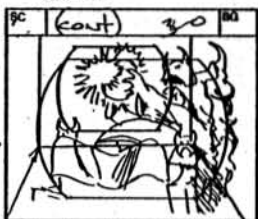


327 B/SIDE STANDS READY

Enraged (CONT) VO You will pay for this -- with your soul.



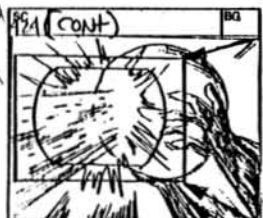
328 SHALDUKAR RAISES SPHERE OVER HEAD



329 TRUCK IN A SPHERE STARTS TO GLOW BRIGHT



330 CU ON SPHERE OF SAULS



331 THE SPHERE FIRES A BLAST AT OS B/STAR

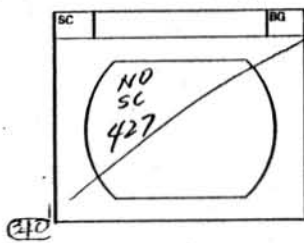


332 THE BLAST STRIKES THE STAR SWORD



333 HE STRAINS AGAINST THE FORCE

FLAMMION STUDIOS
NS-13



TL
PLD
CA

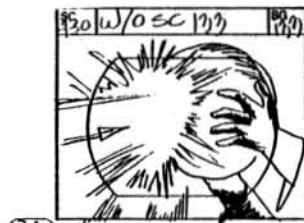


BS SLOWLY LOWERS
STARSWORD, REPELLING
THE BLAST & SHOOTING IT DOWN

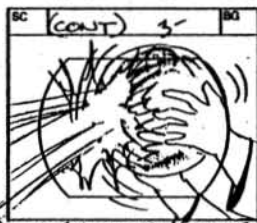


STARBLAST INTO SC,
HITTING SPHERE

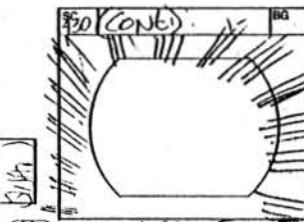
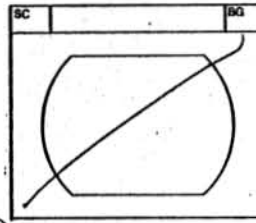
35-13



340 SWORD BLAST HITS
SPHERE



AND STARTS TO SHAKE



340 NO EFFX FILC SCREEN
IT GOES TO WHITE



BS SHIELDS HIS EYES
FROM EXPLOSION -
EFFX START TO FADE

5-0
FX
FADE
TRUCK
OUT
CA
1120



340 WE TRUCK OUT FROM
SHALDEMAR'S FACE TO SEE
BROKEN SPHERE

83



31 CU ON SPHERE AS SOULS START TO COME OUT AND OS
...the life force! They're escaping!

FLD CUT

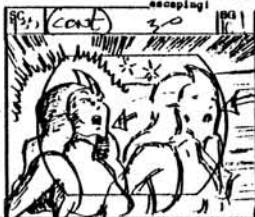


32 A SPIRIT FORM FLOWS OVER & APPROACHES MARA'S BODY



33 MARA/ZOMBIE SEE OS SPIRIT COMING TOWARD HER

BS L



34 MARA'S SPIRIT RETURNS TO HER BODY

FX FADE



35 MARA NOW NORMAL SMILES TOWARDS BS



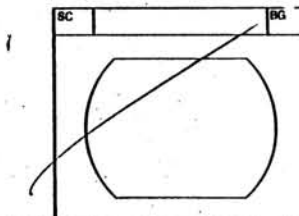
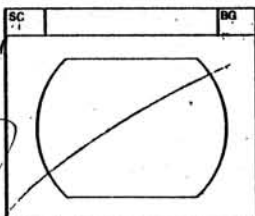
36 BS + NORMAL MARA EXCHANGE SMILES

REV. AMM

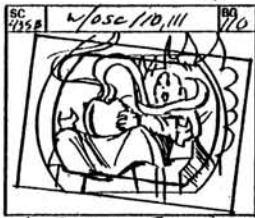


37 BEN TURN & LOOK TOWARDS SHAL DEMAN W/ SHOCK

16-8



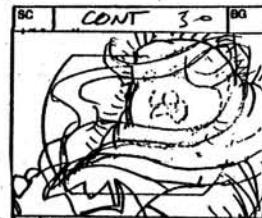
BS



A ZOMBIE FORM COMES OUT OF BRL + WRAPS AROUND TOWARD SHEDDEN -

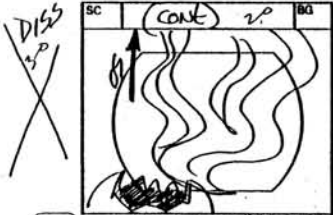


THE EFFX SURROUND HIM

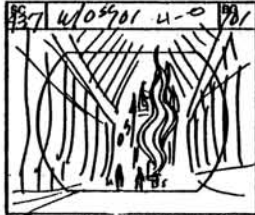


HE STARTS TO DISSOLVE

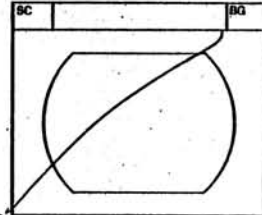
FLAMMION STUDIOS
25-5



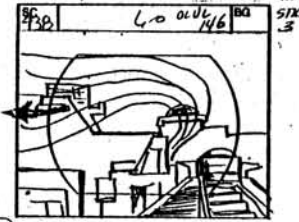
- A GHOST AND RISES OS



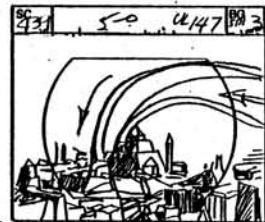
WE SEE IT RISE UP OS



THEN MORE COME OUT OF BROKEN SPIRE



PASS OVER ROOFS TOPS



AND DOWN INTO CITY

84A



ZOMBIES ENTER SC
THAT SPIRITS ENTER SC -



AND CHANGE THEM
BACK TO NORMAL



ZOMBIE DAVE SHOCKED -

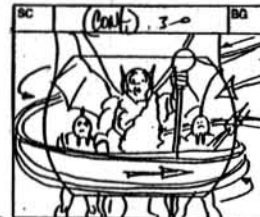
PS 13
FLATION STUDIOS



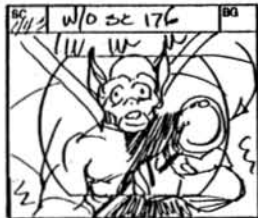
- CHANGES BACK TO
NORMAL (?)



WE SEE MORE ZOMBIES
AS THEY -



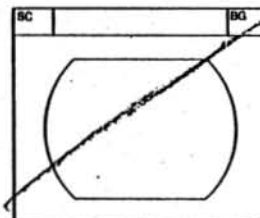
SPIRITS ENTER FC



LAMP/ZOMBIE STARTS
TO CHANGE -

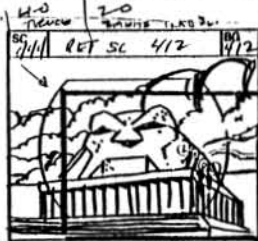


- BACK TO NORMAL



20-8

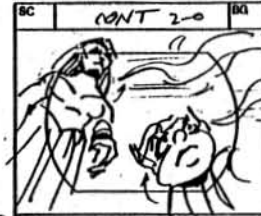
85



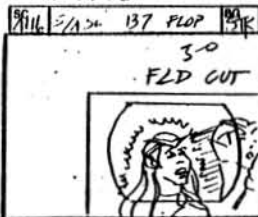
TEULI IN ON LOWEN, POUL
ON ROOF, SHE + POUL
HANGING FROM EDGE - 2 ZOMBIES
SPRITS INTO SC



AS ZOMBIES - LOWEN
AND POUL LOOK DOWN OS



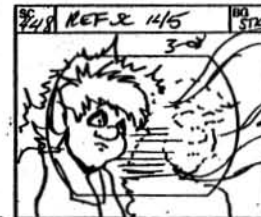
THEY LOOK UP AS
SPIRITS COME INTO SC -



FLD CUT
--SPRIT GOES BACK
INTO LOWEN - SHE
TURNS NORMAL



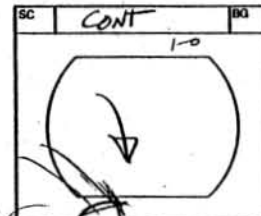
DAL SMILES AT OS
LOWEN



ON POUL -
BACK TO NORMAL



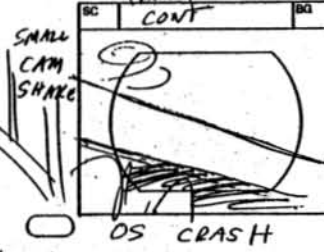
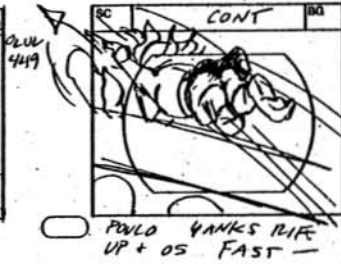
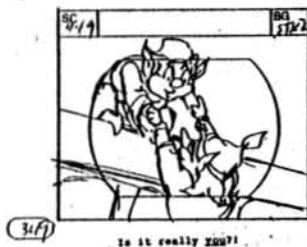
REF (joyful)
Poul P. REACTS



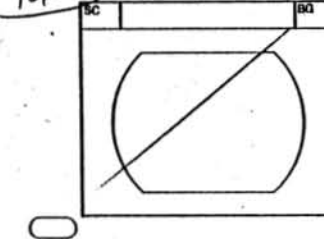
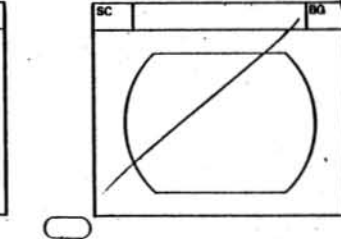
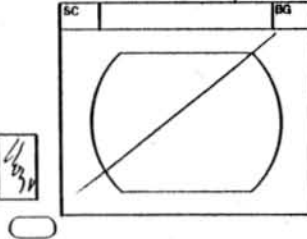
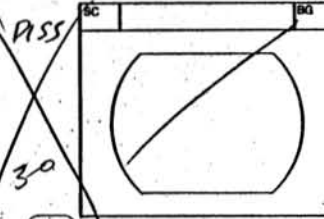
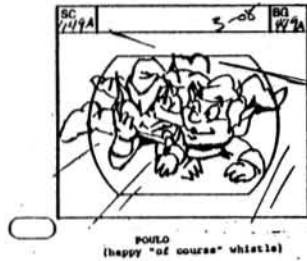
POUL LEANS DOWN
OS - (1-0)

BS-13

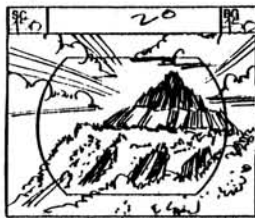
86



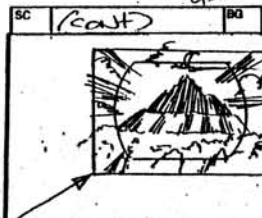
FLAMING STUDIOS
BS-13



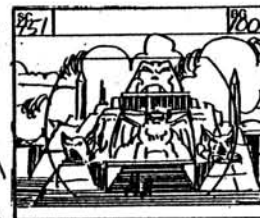
86A



351 HAREFAND IS NOW A MOUNTAIN CITY ON A PEACEFUL HORIZON



TRUCKIN FOR A CLOSER LOOK



352 GROUP ON STEPS

BLACKSTAR
Well, Dal, Lowena.



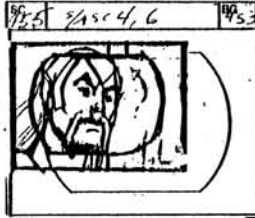
354 GROUP SHOT
CUTTER TO CAM
ES VOICED We all wish you luck in ruling Harekand.



353 DAL AND LOWENA
DAL
Our first official job will be to change its name...



354 CU ON LOWENA
LOWENA
...to "The New City of Oonder."



DAL
DLS/HEAD
HNN

355 DAL
And as for the people here in



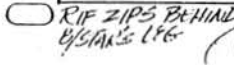
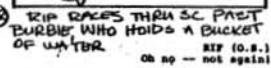
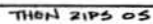
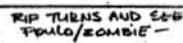
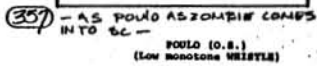
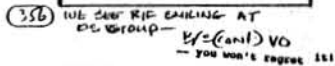
355 GOSS AND BALKAR
LOOKING UP AS SMILING
YOU CAN COUNT ON US TO
...to make right the Overlord!



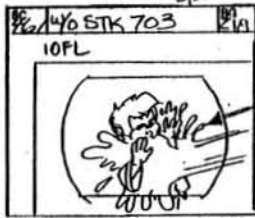
356 B/STAR
BLACKSTAR

35-13
FLAMING STUDIOS

87



FLUORINATION STUDIOS
B5 13



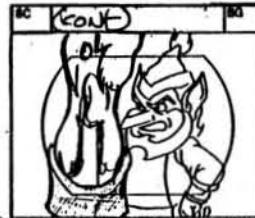
THE WATER HITS POULO AND WASHES OFF MUD



ALL SMILING & LAUGHING



PIF PEEKS OUT FROM BEHIND LEG OF B/SAR



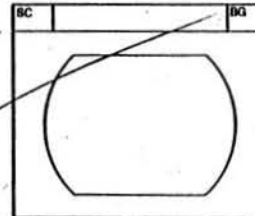
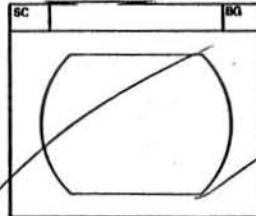
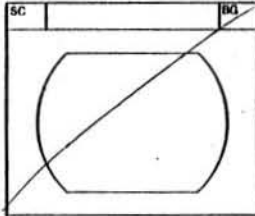
AND TURNS REAL MAD



FADE OUT



POULO ("one's blame me for trying" TRILLING)



FLAMING STUDIOS
#5 13

